

ACE

■ ST ■ AMIGA ■ C64 ■
CPC ■ SPECTRUM ■ PC
■ NINTENDO ■ SEGA ■

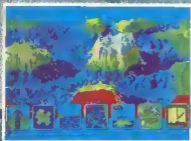
**THE
ULTIMATE
GAMES
MAGAZINE**

ADVANCED COMPUTER ENTERTAINMENT

SAHARAN EMPIRE ATTACKS!

FLAMES OF FREEDOM IGNITE

• Full Exclusive Review Inside!



THE COLOUR OF MONEY

Software: Sierra, £14.95, Wot's
Open?

DEVELOPERS INTERROGATED

- Atari 105
- Grand
- The Simpsons

Get the Thompson Treatment

COIN-OP BREAKTHROUGH!

Turning Developments in the Arcades



LIVE IT!

Actual Reality
Exclusive

PLUS:

6 Pages of
Games and
Tech News

40 Pages of
Nard Pink
Information

THE
SIMPSON'S
INSIDE!



25-PAGE REVIEWS AND PREVIEWS SPECIAL INCLUDING: CHUCK ROCK, NAVY SEALS, SECRET WEAPONS OF THE LUFTWAFFE, COLDITZ, WARLOCK, SUPER MONACO GP, MUDS, TURRICAN 2, MICKEY MOUSE, EXILE, + MANY MORE



SPARKS ON

TOTAL

Your mission is to seek out and destroy the king pin of the H.N.B.G. CORPORATION. You'll have to outwit his enormous army of body guards... gangs of chrome-hyposs... patients in trench coats, the bullet brain with the

mind of a stone... and the breath of a dung beetle, packs of vicious canine guppies, the psychotic clown with an evil sense of humor - you'll die, but not laughing! Then there's the gas guzzling Cadillac jack - a cool specimen, albeit hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street (leaving you laughing). It's not all bad! ... You've got a chipper to back you up, a mean, sking street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin...



ROBOCOP

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Huke, face a stream of deadly Huke gangs, and then - if you survive - face the terror that is RoboCop 2!

NOBE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.

ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED.



OF GENIUS

ALRECALL

Long would you travel to Mars to meet your true identity - your mission is now a journey of non-stop action, strange mutants, explosive vehicles and a startling mix of amazing all captured in superbly detailed graphics and a new play that encompasses the action of the year's top movie. **THE BICENTENARY**... a nightmare journey into the 21st Century.



CHASE HQ II - Special Criminal Investigation - configuring where **CHASE HQ** left off. Your mission is to track down, chase and apprehend dangerous criminals. It's **FASTER** - explosive power sends you hurtling through various terrains - hold the line or plough the fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play - weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it! We dare



No time for ballooning around!... no time to shoot the breeze!... in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You right up your latest and most formidable balloon poppin' piece... but now that bounce bomb has just multiplied!!! Join the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce does your way!



OCEAN SOFTWARE LIMITED

Down House, 5 Central Street, Manchester M2 5NS

Telephone 061 275 4411

"Say not the struggle naught
avalleth,
The labour and the wounds are
vain,
The enemy falls not, nor
falleth,
as things have been, things
remain."

Arthur Hugh Clough, commenting on an expedition
by
Wagh and-of-level expedition in *Terrace 2*.



reviews

The latest releases on computer, console and
CD are all given the authoritative ACE treat-
ment...

ON COMPUTER AND CONSOLE pages 45-70

- 48 CHUCK ROCK Core Design
- 52 COLDITZ Digital Magic Software
- 50 EXILE Audiotonic
- 46 FLAMES OF FREEDOM Micropress
- 54 GODS Renegade
- 65 GYNOLUG Megadive
- 56 LEMMINGS Pygmalion
- 55 MAGIC POCKETS Renegade
- 60 MUDE Audiotonic Arts
- 63 NAVY SEALS Ocean
- 50 SECRET WEAPONS OF THE LUFTWAFFE US Gold
- 52 SHERLOCK HOLMES Sierra
- 68 SUPER MONACO GRAND PRIX US Gold
- 68 STAR CONTROL Accolade
- 60 TUMIKAN 2 Rainbow Arts
- 66 WARLOCK US Gold
- 64 ZANY GOLF Electronic Arts

ON CD page 22

Following in the footsteps of *Rise of the Dragon*, Sherlock
Holmes receives the CD treatment on page 22.

EMAP IMAGES
Prigby Court
Farrington Lane
London EC1R 3AU
Tel: 071-251 6322
Fax: 071-490 1834

EDITOR: Jim Douglas
PRODUCTION EDITOR: David Upchurch
DESIGN EDITOR: Jim Willis
TRAINING DESIGN ASSISTANT: Jenny Abrook
CONSULTANT EDITOR: Steve Cooke

CONTRIBUTORS: John Cook
Christina Eskine, Richard Haynes, Pat
Winstanley, Gareth Haxby, Garth Sumpter,
Claran Brennan, Chris Jenkins, Russel
Paisant, Mark Smiddy, John Milnes

ILLUSTRATION: Geoff Fowler
PHOTOGRAPHY: Edward Park
ADVERTISING MANAGER: Jo Cooke

DEPUTY ADVERTISING MANAGER: Jerry Hall
ADVERTISING PRODUCTION: Melanje Costin
PUBLISHER: Garry Williams

SUBSCRIPTIONS
EMAP Enquireline, Subscription Department,
1 Lincoln Court, Lincoln Road,
Peterborough, PE1 2EP
0733 555161

COLOUR ORIGINATION
Balentel Graphics, Chandlers Yd, NI
Printprint Repro, Barkong Road, E13

TYPESETTING: CXT, 1 Tanner Street, SE1

DISTRIBUTION: EMAP Periodicals, Park House,
117 Park Road, Peterborough, PE3 2TR
PRINTING: Severn Valley Press, Caerphilly

© EMAP IMAGES 1991
No part of this publication may be repro-
duced in any form without our permission.

MONEY, MONEY, MONEY

Money may well be funny in a rich men's world,
but in the depression-ridden 90's, the thought
of lining someone else's pockets is anything but
amusing. At ACE, we decided that it was time a
thorough investigation into the wheelings and
dealings of the software business was conduct-
ed. So, for the first time, you can see the fig-
ures, read the quotes and make up your own
mind about the price of the games you play.
Just who is taking the lion's share of the profits?
CRY for the penniless programmers! 800 at the
rich businessmen!



READ the entire grizzly story on page 32

The numbers game explained. With games pushing the
£10 mark on a regular basis, just who is taking all the
money?



Elementary my dear Watson! We have been digitised into a full motion video adventure featuring graphics, vehicles or graphics, and digital character interaction. Can we meet him later!

ACES HIGH! Various elements of the ACE Team have been darting around all over the country this month in order to report on the latest gaming events. We've interrogated three of the top coding houses in Britain to bring exclusive details of their new games. We've also interviewed top flight industry heavyweights on the fiscal side of the games business. The Tricks 'n' Tactics section makes a welcome return this month. And of course, we've got all the games reviews you could possibly wish for. *Midwinter 2*, *Lemmings*, *Super Monaco*, *Navy Seals*, *Secret Weapons of the Luftwaffe*. And many more! We've also got a brand new Games News section, a beginners guide to CD jargon and a report from Apollo Communications on their amazing Actual Reality machine. And all on brand new high-quality paper!



NEW NEWS

That's right! Our news section has grown and split in two! The Tech News pages will contain gadgets, widgets and all manner of electronic do-dos, while the Games News will cover the software scene. It all starts on Page 7



Lemmings a true breakthrough in original gameplay or a lot of pretty backgrounds and too much mouse-clicking? Find out for yourself on page 56



COVER STORY

Microprose's *FLAMES OF FREEDOM* is an incredible game. It features twenty two different modes of transport, potentially infinitely variable character personality and interaction, polygon driven 3D, fractal generated maps and military strategy on a grand scale. Read all about this epic from the man behind *Midwinter 2* and *Lords of Midnight* on page 46.



APRIL 1991

contents

18 COIN-OP BREAKTHROUGH

Data East, producers of coin-ops greets such as *Robocop*, *Bad Dudes vs Dragon Ninja* and *Kung Fu Master* have signed a deal with super-chip manufacturers Intel. With DVI technology being the most advanced image-handling gear around, the future of coin-ops is a changing

22 CD REPORT

Sherlock Holmes from ICOM. Photo realistic animation on a home system, again? Plus a roundup of the most-likely titles to be Xmas crackers for 91.

39 ACE SURVEY

Your chance to influence the content and style of your favourite magazine, plus a few nosey questions we can use for our own ends...

41 ACTUAL REALITY EXCLUSIVE

Another red-hot exclusive! We visit glamorous Southern Wales to report on an Actual Reality machine which is frankly unbelievable

71 THE ABC OF CD

What it does. How it does it. All the jargon and mysteries explained. No need to ever suffer from CD illiteracy again!

REGULARS

7 ACE TECH NEWS

A video camera the size of a Shreddie is unveiled, sales of model rockets soar after Gulf boost and perhaps even more distastefully, home Karaoke arrives...

10 ACE GAMES NEWS

Cyberspace, from EA. *Captain Planet* saves mother Earth, *Terminator 2* destroys it. Plus, *Fantasia*, *Lemmings 2* and *Paperboy 2*.

15 LETTERS

Chests off-loaded, shoulder-chips removed, bit ter pills swallowed and scores settled.

76 TRICKS'n'TACTICS RETURNS!

Five pages of solutions, codes, cheats and hints for the best games of the moment, *Rise of the Dragon*, *Captive*, *Night Shift*, *F19 Stealth Fighter* and *Supremacy* plus: Console Corner!

89 PINK PAGES

Bargains, bargains bargains! Plus the Stockmarket, Public domain and hardware directory. No PP, no comment.

FISTS OF FURY

Virgin
GAMES

DYNAMITE
DUN



When Little Lucy is stolen by the terrible ACHACHA her two friends BIN and PIN really get angry! When they land a punch KAPOW! No one stands up

DYNAMITE DUN™ AND REGARD ARE TRADEMARKS OF SEGA ENTERPRISES LTD. MANUFACTURED UNDER LICENSE FROM SEGA ENTERPRISES LTD. JAPAN. © SEGA ENTERPRISES LTD. ACTIVISION LTD. LTD.

SHINOBI



ENJOY FRANTIC oriental action in this Ninja beat-em-up. Search for kidnapped children and dispose of misreading things with blows from feet, fists and shunken stars. Classic Sega coin-op thrills!

AMIGA

PRODUCED BY THE SALES CLW FOR VIRGIN MASTERTRONIC LTD. © 1988 VIRGIN MASTERTRONIC LTD. © 1988 VIRGIN MASTERTRONIC LTD. MANUFACTURED UNDER LICENSE FROM SEGA ENTERPRISES LTD. JAPAN AND "SHUNKEN" AND "UPGRADE" FOR "SEGA" AND "SHUNKEN" OF SEGA ENTERPRISES LTD.

THE NINJA
WARRIORS



AMIGA

You are MIAH, pal and as THE totally wicked revolutionary you gonna build 2 assassination machines — The Ninja Warriors — and attempt to chill out the evil master-greek, BANGLER

RECEIVED FROM © TAITO CORP. 1988/89. PROGRAMMED BY RANDALL AT 1555. COPYRIGHT © THE SALES CLW FOR VIRGIN MASTERTRONIC LTD. BY VIRGIN MASTERTRONIC LTD.

DOUBLE DRAGON
The Revenge



AMIGA

COPYRIGHT © 1988 VIRGIN MASTERTRONIC LTD. ALL RIGHTS RESERVED. AMERICAN TECHNOLOGY™ "DOUBLE DRAGON II — THE REVENGE"™ © THE VIRGIN MASTERTRONIC LTD.

EDITION 2
...the ultimate
compilation!



available for:
SPECTRUM
C
AMSTRAD
ATARI S
AMIG

TECH NEWS

Wristwatch Video

Price of the Lynx colour handheld console has been dropped to £99 for a standalone machine, it still costs £129 for the California Games bundle. Atari has also announced the release of some Lynx extras: cigarette lighter power adaptor (£9.99), sunvisor (£5.99), kit case (£14.99) and pouch (£9.99).

In a few years you could be wearing a wristwatch videophone like fictional detective Dick Tracy thanks to two researchers at the University of Edinburgh in Scotland. Professor Peter Denyer and Dr David Renshaw have constructed a video camera on a chip with lenses no bigger than a match-head.

The possibilities of this 8mm2 chip are beyond unimaginative boundaries... vision toys, £25 video cameras, 'micro' camcorders, miniature night-vision goggles, domestic security devices (alarm verification, human recognition, 'smart' movement detection, event recording, door-entry), babywatchers, biometric verification systems (fingerprints, faces, signatures), electronic vision, desktop publishing, robotics, videophones, etc.

"This new technology promises to revolutionise existing vision applications and enables a range of new products in consumer and commercial markets that have been previously unapproachable," says VSL Vision Limited (VVL), the company setup to manage the development and commercialisation of this remarkable gizmo. Hurrah, the Brits can still cut it!



This dome camera-on-a-chip currently integrates a 312x287 pixel array with 4,000 gates of logic. Soon we'll be wearing night-vision goggles thanks to VVL.

Rocket Sales Soar

Interest in toy rockets has apparently soared since the recent Iraqi SCUD attacks on Israel and Saudi Arabia and the subsequent exploits of America's Patriot 'SCUD-buster' air-defence missile.

"Model rocketry has become one of America's fastest growing educational, scientific and fun activities," says Estes Industries, a principal model missile manufacturer.

"The basic model rocket, which may vary in length from about four-inches to over six feet, consists of a nose-cone, body tube, fins, launch lug, recovery system and engine. The rocketeer uses a pre-manufactured solid propellant engine which is electrically ignited. Over 250 million rocket launches are proof enough of the built-in safety features of model rocketry."

Rockets range from state-of-the-art to the sublime. Estes' Comanche-3, a three-stage model, reaches altitudes of over 2000 feet and

speeds of up to 400mph. The Egesper carries an egg to 300 feet and back again, while Astrocam photographs Earth during its flight. The Astrocam 110 aerial camera with Delta II launch vehicle shoots one full-colour 110 photo per flight. A 1/500th second shutter is activated at ejection just prior to parachute deployment. Regulations limit the weight of the rockets to 453 grams at liftoff.

"The use of live specimens such as flies, grasshoppers or earthworms, presents an opportunity for studying the effects of acceleration," says Estes but warns, "please do not launch mice, gerbils and other rodents as the tremendous acceleration and g forces of model rocket flight could be very frightening and harmful to them."

Write to Estes Industries, Penrose, Colorado 81240, USA for more info.

Entertain Your Brain

Socrates Educational Video System from Vtech Electronics turns your TV into a 'learning and fun centre' for children aged five and up.

Over 100 activities are built into the main unit including maths, spelling, art, word games and music. The Socrates character guides children through 80 programs including six levels of maths, five levels of word problems, four musical activities and three word games. Socrates also incorporates the Superpointer drawing utility.

The basic Socrates unit costs £99.99 and can be expanded with extra cartridges such as Facts 'n' Fractions (an introduction to fractions, mixed numbers and decimals), Around the World (an adventure in world geography), Super Science and History Hysteria, Voice Cartridge and Mouse System.





Japanese cart-op company Sega has removed Marlboro cigarette signs and logos from its racing games like *Super Monaco GP* after complaints from the Federal Trade Commission in America. The authorities were worried about the subconscious effects caused to younger players by such adverts in video games. Sega apparently didn't have official permission to use the Marlboro logo.



Take Away TV

Look out couch potatoes. Soon there will be no escape from watching the television or video. Not even in the toilet. Hitachi has launched the world's first multisystem portable TV and VCR.

The Lapwatch combines a 5-inch colour LCD screen, television tuner allowing you to select up to 20 channels, and full-sized multi-system VCR that plays VHS cassettes of any format. The machine is compatible with PAL, NTSC and SECAM European, American and Far Eastern television systems. It even includes special magnetic shielding for clearer reception.

Hitachi describes the deck as a 'creative fusion of advanced technologies'. This Japanese electro-pioneer is also working on HDTV, mega-memory chips, neurocomputers and levitating cars. All these are 21st century toys, the Lapwatch can be yours today for only £1299.99.

"This new comer will make your fellow commuters envious when you watch TV on your trans journey to and from the office. You can really go places together. To the ends of the Earth, if you wish," asserts Hitachi. The company is less loud about the battery life of this monster machine. Nevertheless, Lapwatch certainly beats a portable phone in pose-points.

Singa-Longa-Silicon

Karaoke, the embarrassing amateur singing craze from Japan, is about to invade British homes thanks to The Singing Machine Company in Middlesex.

Karaoke addicts can now practise My Way in the comfort of their very own bedroom before doing a gig at their local wine bar. The Video Karaoke Mixer quickly and simply converts home hi-fi, television and video recorder equipment into a fully fledged video karaoke system.

The 'Karaoke Conversion Kit' costs £325 and comes with video cassette, microphone, video karaoke mixer, software and connector. A number of companies are already showing an interest in video karaoke software including Thorn EMI producing one hour long tapes for £9.99 each.

The Singing Machine Company hopes to sell the deck through multiple electro-retailers.

"Just pop a video tape into your video cassette recorder and you'll create hours of fun and laughter for all the family. A sure way of making your party a roaring success," sings the karaoke firm, "simply by linking the Video Karaoke Mixer to your existing home stereo/video/television equipment. Select one of the specially recorded tapes (all the lead vocals have been omitted) and place it in your video cassette recorder. Within seconds your entire family or party are immersed in a great night's entertainment, singing along to a video with super-imposed lyrics which change colour as the song progresses."

For further details phone The Singing Machine Company on 081 569 1090. Don't forget to tell them you heard it in ACE first.



Battle Technology

In an update to the exclusive ACE feature back in late 1989, we can reveal that over 50,000 customers have visited the Chicago Battletech Centre since it opened in August last year.

"The idea behind the Battletech Centre is to bring the sort of movie magic made popular by Star Wars to a place where consumers will actually participate in a futuristic world," says the creator ESP Interactive Entertainment.

For \$6 (weekdays) or \$8 (weekends) players buy a 25-minute 'gaming experience' plus an unlimited stay in the observation area.

The hands-on experience is split between a 10-minute 'Get Ready' section for training and strategy then a 15-minute go in the cockpit. Here you'll take control of a 30-foot robot and battle against other people while three 40MHz proprietary computers with 32Mb of memory feed you with 200 on-screen three-dimensional key-tracked objects, 16 million colour palette and spatial sound effects.

Jordan Weisman, designer of the Battletech Centre told ACE that he expects another four to five sites to open around America this year, plus a further ten in 1992. A London-based Battletech Centre is also on the cards and three Japanese companies are interested in licensing the idea over in the Far East. The first Japanese Battletech Centre probably open in Tokyo during the winter.

Weisman and his colleagues are now developing new hardware and software for use in future Battletech Centres. These state of the art systems will have five times the speed and four times the resolution of the current version. ESP is also devising new games to play in them. Shadow Run will be the first, followed by Renegade. "I'll take six months to prepare graphics and gameplay," explains Weisman. Rest assured, ACE will keep you in the picture.

Come Together

Two of the world's biggest electronic entertainment companies have joined forces to work on a new audio-visual device. Sony is supplying Nintendo with an add-on CD-ROM drive for the Super Famicom console.

The official word is a new Sony-Nintendo CD format, but insiders believe this to be a little more than a clever sales-pitch for a standard 600Mb CD-ROM drive without any extra frills. Still, this isn't to be sniffed at. ACE just wishes Sony and Nintendo will pull out the stops and plaster the device with built-in RAM to act as a buffer for piling graphics off a compact disc. Unless they add a significant amount of extra RAM, the CD drive will add high quality audio to games but will not enable the system to fully use CD technology. Over to you, guys!

In the meantime, rumours suggest the price of the CD-ROM drive will be just under ¥100,000 (£400). Nintendo says the new deck will attract both serious software titles and bigger better games. Before you get too excited, don't forget the original Super Famicom console isn't even officially available in this country yet!



Short there are no against traditional toys and games. We do. And here's a little piece of Maccos modelling it over there was one...



Playpower 1991

These are toys of man's desiring...or so the British Toy Fair would have us believe. But Steve Cooke came away from the playpen distinctly unimpressed...



What with all the revolutions going on in the digital world, you'd expect a few surprises from today's toy manufacturers. After all, it's years since ex-Acan (now M. CDTV) Nolan Bushnell founded Petstors – a range of interactive sofas that used ROM-driven mechanics to mimic the behaviour of some very dumb animals, or since Prism Leisure took over the Hippodrome to show off their latest range of home robots. In those heady days we were promised the earth and a host of interactive, computer controlled funsters that would go forth and multiply thereon.

Hiem. Back to reality. Here in 1991, the secret of Sindy's real surname is still a source of excited bickerings in dark corners, Worlds of Wonder's Talking Teddy Ruxpin has undergone a redesign (due to excessive returns) that effectively removes all interactivity, and the closest Barbie Doll has got to a new age of enlightenment is to have her clothes designed by the same team of seamstresses I had designed the Mattel Powerglove.

In fact, the 1991 Toy Fair was a wildly disappointing event for anyone interested in new technology. Sure, there were more electronic gizmos on show than ever before, but these were almost all either Nintendo consoles, Sega consoles, or small plastic boxes with even smaller LCD screens, infinitesimal amounts of gameplay and the biggest name the manufacturers could find to slap all over the case.

Yup, consoles and LCD games are in. Originality, invention, risk, excitement – these are all totally out. For as long as the recession lasts, toys, it seems, are going to remain strictly for kids – who haven't been educated enough to know what they're missing. The only good news is that when we tried to visit Mattel in the States to do a companion feature on their development, they refused us permission to visit due to 'secret projects' which will be ready around 1992.

Of course, we'll all be far too old for this sort of thing by then, won't we?

Strategem from Logisource Industries is a bit of a new light on a very old game by playing it on a circular board. Apparently there could be a home computer version to the planifier – watch this space. Meanwhile, you'll be able to get the board version in the shops for £24.99.

Chess machines have been developing rapidly in the last few years and are now proving tough competitors for humans, especially in the field of 'bitz' chess where you have limited time for each move. Mephisto's games are mostly programmed by a dink horse from Cheltenham by the name of Richard Lang. The Mephisto Lyon recently smashed world Blitz Champion Mikhail Tal 4-2, 5-5, 6-2. Their latest models use plug in modules so you can upgrade from an old wretched to a sleek 68030 based system at the touch of a button. Also pictured here is Chessler, whose tactic is to run your concentration by engaging you in idle banter about his next move in a hideous synthesised voice...



Rubo looks interesting, a bit sort of a robot thingy, right? Wrong. Rubo is not for it, a mechanical nightlight. Just place your finger on the touch sensor and the light starts to glow. What a move, you can even hang it on the wall... What's more? What, I ask you, could possibly be less?



Yawn. First it was pet rocks. Now it's Pet Slugs. According to the man who originated this concept, slugs are revolutionary in their reactions. We can think of quite a few other things that you could say that a slug is all of which would be more interesting.

Well, at least these made us laugh. Called the Goo, one of these furry fellows will keep along the pavement with you as you stroll along (or if it has to) using a switch on the head. Goo can even invent pavement curbs, but we were a little perturbed as to what might happen when his furry white bagging came into contact with the rolling cards of women-laden suits from the back streets.



It has a little more meaning in the toy industry at the moment. It doesn't mean deep space vector graphics, it means lots of failed excitement and plastic mouldings as today's board games try to infuse up a bit more atmosphere than their flat-top predecessors...

NEWS GAMES NEWS

• *KFC* is gonna rock yer. No, this isn't another sampler dance band but a famous fast food chain Kentucky Fried Chicken is planning to shorten its name to *Innards* and enlarge its menu in an effort to attract health conscious customers. Soon you'll be able to tuck into grilled, baked and baked poultry. The herbs and special spices will stay, but the chicken will be less fatty. Colonel Sanders must be turning in his grave.

Cyberspace

The *Spraw* (San Francisco) 2090. "The city is at war with itself. Rivalry spreads throughout the grimy streets, bedrooms, boardrooms, and the unreal computer matrix of Cyberspace. For some, victory is an intangible gain in a vast power struggle. For others, it's just survival." Entertainment International has licensed the cult Cyberspace sci-fi role-playing book from ICE and is currently sketching out some ideas for a computer game. "Cyberspace is a complete role-playing game set in the corrupt, dirty, high-tech Earth of 2090 AD," says ICE, "where Megacorporation repression collides with *Spraw* street warfare. Muscle-grafted Punks and jacked-in Netheads crawl from the gutters to scrap Media Stars and Cybernetic Mercenaries - a conflict beyond the boundaries of Good and Evil. From the depraved, polluted cities to the surreal beauty of Earth's global computer matrix, this is the world of cyberspace." ODE is developing the computer RPG has hopes to incorporate elements of *Dungeon Master*, *Ultima* and *Sleeping Gods Lie*. ACE will bring you the full story in the coming months.

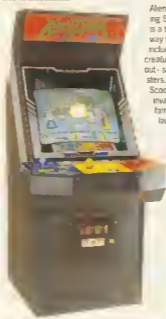
Sonic the Hedgehog

What game was everybody playing at the Winter CES in Las Vegas last month? *Sonic the Hedgehog* is the world's first superhero hedgehog," Sega reveals. "Speed is the name of the game and Sonic is the world's fastest ever video game character in a horizontal-scrolling game. He zips over land and sea, zapping evil insects and ghouls at a dizzying pace. For something totally different, help Sonic fight his way through a maze that rotates 360°." Sounds good, eh? Ready for release in a couple of months on the Megadrive.



Sonic the Hedgehog, a truly amazing character. Certain to hit your screens soon.

Alien Storm offers three player fun, each controlling a hero with unique qualities. A tell order for better machines.



Alien Storm

Alien monsters are taking over the world in the forthcoming Sega coin-op conversions from US Gold. *Alien Storm* is a two-player action game where you must fight your way through the city from two different perspectives including a three-dimensional "into the screen" view. Zap creatures with ray guns, flamethrowers and more. Watch out - some can transform into even more vicious alien monsters. The three screen characters (Gordon, Karla and Scooter) are operating a holdout stand until some evil invaders appear, the trio then assume the role of world famous *Alienbusters*. Utilising powerful weapons they launch an all-out offensive against the invading aliens.

Each of the three unique heroes has various potent armament and special assault tactics. Three persons can play simultaneously in the original arcade game. "Everything on the screen (walls, shelves or any other item) can be destroyed, a feature that you'll find will do wonders in removing stress," confides Sega. *Alien Storm* is out in a few months on Megadrive. Tiertex is handling the computer conversions for US Gold which are set for a June launch.



G-LOC

They said it was impossible but bold US Gold is converting the Sega sprite-intensive sensation of G-LOC onto humble home micros. Sega describes G-LOC (Loss of Consciousness by G force) as 'a super-real jet simulator game.' Fly your Zeek Mk II Sega Wing Carrier Fighter through skies filled with hordes of hostile aircraft. Blast 'em to bits with Dragon Fly missiles or Vulcan cannon. Catch the enemy plane in your HUD and lock-on when the circular sight overlaps it. See missiles blaze a trail of destruction. Outman your enemy with full throttle or afterburner. Move from inside the cockpit and zoom out to a behind-your-plane outside view. Battles are set in three worlds: Beginner (training course for the novice), Medium (after training practice go into actual battle) and Expert (skillful players can engage in aerial dogfights).

"We have combined ultramovements, supersonic speed and superb overall performance in a product of sophisticated graphic technology," explains Sega. "A new level of graphic expression brings you thrilling screen realism like you've never 'scene' before." Software developer Images is in charge of coding this coin-op into your computer. G-LOC will appear on all major 8-bit and 16-bit machines in October.

The G-LOC coin-op, a might feat of innovation is undergoing at US Gold to bring this master to your machine



Arnold returns to the role that made him famous, as a cybernetic killing machine he destroys L.A. in November 2

Terminator

Out of the ashes of nuclear fire he rises (again). Arnold Schwarzenegger returns to his best movie role to date this summer in Terminator II Judgement Day. He plays a merciless cyborg assassin sent from the future to kill Sarah Connor and her son, a prospective rebel leader. This Carolco Pictures' all-action sequel has been directed by James Cameron, the genius responsible for the original Terminator, Aliens II and The Abyss sci-fi movies. The Terminator feels no pity. No pain. No fear. You can catch the brilliant T2 trailer today by watching the Total Recall video. Acclaim (L.A.) is producing the NES and, possibly, the Super Famicom games of Terminator 2. Judgement Day. Ocean is in charge of the computer conversions. All games are scheduled for release in time for Christmas.

Mario Andretti

Thankfully not a Super Mario Bros racing game. Follow the career of one of the greatest racing drivers of all time. Work up through six professional racing circuits. Start in the dirt bull rings with Sprint Cars, then Modifieds, Stock Cars, Sports Prototypes, Formula One and Championship Cars. Animated maps show every world-famous course before racing. Practice against the pack. Includes Instant Replay. Feature: sky cam, car cam, behind cam, infield cam, track cam and ahead cam. Programmed by Distinctive Software Inc. (creators of the original Test Drive from Accolade and 4D Sports Driving for Mindscape), published by Electronic Arts. "Mario Andretti's Racing Challenge is not only a game of fast driving, strategy is important in managing resources and gaining sponsors," declares EA. Out later this month on the PC for \$29.99. Mario Andretti supports all major graphics and sound boards.



Master System owners can now play an good a game of golf as anyone thanks to the original and perhaps best, World Class Leaderboard on their system

World Class Leaderboard

It's about time Sega Master System owners had the chance to play a decent round of golf. World Class Leaderboard from US Gold and Access features four challenging 18-hole courses: St. Andrews, Doral Country Club, Cypress Creek and the specially designed Gannett Country Club. Up to four players can compete, three difficulty levels and driving range/putting green practice ranges. "World Class Leaderboard will undoubtedly prove to be the most exciting golf simulation available for the Sega Master System," affirms US Gold. Out in July.

Paperboy

This paper-round sequel will be Mindscape's premier Super Famicom title, followup to the successful Atari coin-op and set for a Christmas release. No other details are currently available except the game is also being converted over to the Amiga, NES, PC, Gameboy, Spectrum, C64 and Amstrad CPC.

Lemmings II

Datadisks of these stupid little creatures are on their way courtesy of Psygnosis. Keep an eye out for swimmers, balloonists and crane operators. The original Lemmings game will also be appearing this year on the Super Famicom, Megadrive, Gameboy, NES and PC Engine. A coin-op version will be available in September and a movie company has expressed an interest in licensing the Lemming characters.



Proflight

Enthusiastic about its first simulation though not wanting to be accused of cashing-in on the Gulf Crisis, Hisoft (better known for writing assemblers and PASCAL compilers) is releasing a Tornado flight simulator on the Amiga. According to Hisoft, *Proflight* "seems to create a new standard of accuracy and flyability in the simulator market". "*Proflight* puts you in charge of one of the most advanced military aircraft of our time," offers Hisoft. "Based on extremely accurate flight equations which map the behaviour of this complex fighter very closely, *Proflight* is not only a realistic simulator, but is also simple, and fun, to fly."

The sim comes with a comprehensive 150-page ringbound manual and has the unusual option to switch between solid 3D or wire-frame objects to quicken the display rate to 14 frames per second. Both the Amiga and ST versions of *Proflight* cost £39.95. Hisoft is already planning extra mission and scenery disks, but a desert datadisk is out of the question. "We don't want to play on the Gulf War," says David Link, boss of Hisoft. "We're looking into doing other aircraft simulations or a multi-jet product." More details from Hisoft on 0525 718181



Robocod

Hot on the heels of *James Bond - Secret Agent*, comes the latest word in law enforcement. Further high finks on the high seas and puzzling prime directives from Millennium and programmer-come-graphic artist Chris Sorrell. *Amiga* and *ST* game coming later in the year

Slave To The Rhythm

Betty Boo, the current pop sensation with gr8next-door looks and attitude, is providing the music for the forthcoming *Magic Pockets* game (see page 55 for full preview) from the Bitmap Brothers and Renegade Software. The track will probably be a remix of Don't Give Up which could be re-released as a single. Miss Boo, a fan of video games, is currently recording her second album in Los Angeles, California.



Die Hard 2

Grandslam has risen out of the ashes to bring us the computer and console cut of the Bruce Willis all-action movie

Future Wars II

More "cinematic" role-playing adventures from French software house Delphine and British distributor US Gold. Out on the Amiga, PC and ST in late summer

Fantasia

First there was Mickey Mouse's platform capers in the *Castle of Illusion*. Now freak out with *Fantasia* on the Megadrive. "*Fantasia* instantaneously captures your attention with totally unforgettable scenes from dancing mushrooms and sugar plum faeries, to wayward brooms challenging the Sorcerer's Apprentice," states Sega. "Stellar graphics and gameplay. The ultimate Disney fantasy game. A guaranteed hit for all ages."

Captain Planet

Our first environmentally-aware comic superhero is dedicated to rescuing the planet from toxic waste, stopping hunters killing endangered species and preserving the South American rain forests. He always foils the attempts of arch-villain Verminous Skumm to pollute the planet. *Captain Planet* and the Planetzords (a select group of helpful teenagers from America, Japan and Russia) use the natural forces of Mother Earth like Wind, Fire and Water rather than nuclear ray guns or CFC bal sprays.

Greenpeace would be proud, *Captain Planet* is so Green he has emerald-coloured hair!

This fashionable American TV cartoon series, made by Ted Turner's Atlanta-based company (of CNN fame), features the voices of Whoopi Goldberg, Jeff Goldblum and Sting. It is due to be shown on TV-art from next month. Mindscape has picked up the computer and console rights and expects to have the game ready for release in the autumn. Stay tuned for the full story in the next issue of ACE.



safe.



COIN OP
CLASSICS AT
CRAZY
PRICES!

ALL TITLES AVAILABLE ON

AMIGA	£7.99
ATARI ST	£7.99
C64 cass	£2.99
SPEC cass	£2.99
AMS cass	£2.99

ALSO AVAILABLE FOR PC

DOUBLE DRAGON	IBM PC - £7.99
XENON	IBM PC - £7.99



MASTERTRONIC *plus*

VIRGIN MASTERTRONIC LTD
16 PORTLAND ROAD LONDON W11



THE BEST CONSOLES MAG IN THE UNIVERSE!

£1.75
NO 6 MAR



THIS MONTH'S SPECIAL



CALIFORNIA GAMES CLASSIC
#STRIDER ON SEGA!
NEW-LOOK GAMEBOY
TEN INCREDIBLE PAGES OF
MEGA JAPAN AND US NEWS

DUCKTALK
IT'S A QUACKER

**OUT
NOW**

GYNOUG!



**GORE GALORE!
IS IT SICK OR WHAT?**

DYNAMITE DUKE



**MEGA EXPLOSIVE
SEGA ARCADE ACTION!**

A BOY AND HIS BLO



**WEIRD NAME? CHECK
OUT THE GAME!!**

SEGA



MEGA

GAMEBOY



Letters

AFTER SALES SERVICE

I am writing to share with my fellow readers my experience with the best after-sale service anyone can expect from a software house. Some time ago I bought *Kick Off 2* from a software shop here in France. When I opened the package, I found that the game and the manuals were all in French.

I was surprised because I thought all games produced in the UK would have instructions in English. At first I thought of only replacing the manual, because operating the game is pretty straightforward. I sent a letter to Anco asking if it was possible to send my French manual to replace it with an English one. About ten days later I received, to my delight, a letter from Anco which contained an English manual without any request of payment or even sending my French manual.

During the time that their letter took to reach me, I have visited a friend of mine who had a version of *Kick Off 2* that he had bought in the UK. I noticed that my version was missing some features, such as tactic changing etc. I decided to test Anco's patience once more with another letter asking if it was possible to place my disk with another one which had all the features.

Days later I received a reply from Anco instructing me to return my disk. It was only another week before I received a new version of the game from Anco.

I didn't think that UK Software houses had

after sales service I formed this opinion after trying to return a faulty Bubble Bobble disk). I hope that other software houses follow this fine example

Ahmad Jassem
St Julien en Genevois
France

After sales support seems to be getting a whole lot better in the UK. But I'm sure there are plenty of readers with truly grizzly after sales experiences. In come the letters... As for your French manual, that's 1992 for you.

SOUNDS FAMILIAR?

Does this sound familiar?

Month 1:

You read a news announcement that Wizzosoft are working on a new game, to be called *ThunderSwords* (for the sake of argument) which will outdo anything yet seen in the genre. You think "mm... sounds interesting".

Month 2:

Previews of *ThunderSword's* start appearing - it's really special. You think, "I must look out for that when it comes out"

Month 3:

Reviews of *ThunderSwords* start appearing and the game scores high marks all round. You rush down to the shop to buy it - but it's not available.

Month 4:

You keep checking the local shop for *ThunderSwords*, but it's not available.

Month 5:

You go into the shop and there it is on the shelf - *ThunderSwords*! Unfortunately, it's only available for a machine that you haven't got. It doesn't matter what machine it is - this always happens and is evidently some variant of Sod's Law.

Month 6:

Nothing happens

Month 7:

Magazines start publishing tips and cheats for *ThunderSwords*. Unfortunately, you still can't get it.

Month 8:

Finally - you go into the shop and there it is, on your machine, at last. You pick it up and say to yourself "Ah, *ThunderSwords* - that was the game I was so interested in Six months ago. What a shame there's still no sign of *Day of Doom* that got such good reviews last month" *ThunderSwords* goes back onto the shelf.

I don't think this is atypical, and sometimes the process takes more than eight months, how much money are the software houses losing on this account? Quite a lot, I should think. Now, if only they kept every new project a secret until it was actually ready for release on all formats, so the rave reviews could be followed by instant sales, they could not only stave off disappointment for the punters, but increase their profits quite handsly. But will they ever learn?

Roger Musson
Edinburgh

SILENT, INVINCIBLE, INVISIBLE...

PUTTING THE RECORD STRAIGHT

We would like to thank ACE for this right to complain about the statements made in an ACE article (issue 41 February) about EPIC, which portrayed Digital Image Design and myself in particular as arrogant, pretentious software developers.

In a recorded interview about EPIC and F29 Retaliator PC, I was asked by a respected ACE journalist the boring old question, "Who do you think has the fastest 3D code?"

"Oh no, not again!", I sighed, "This is all we ever hear, working on 3D games. Look, I'll tell you what; let's get everybody who thinks they may have the fastest 3D, including Digital Image Design and lock us in a smoky, seedy room (imagine wild west poker game). We'll all throw a grand down and see who wins..." quotes the smirking sarcastic Kenwright!

So we believed the story finished. But some weeks later we opened the February ACE and read in horror:

Read super confident Kenwright's challenge; "Beat my routine and win £1,000!" This was never said!

From now on we're going to be a lot more careful about our jokes! As you can imagine, we are annoyed as we have been drastically misrepresented over a sarcastic comment which has been blown out of all proportion. Articles like this can damage our image and effectively alienate our selves from other software developers. We have already received lots of criticism about this article, so we have decided to put the record straight.

Martin Kenwright and Phil Allsopp,
Directors of Digital Image Design
Cheshire

Sorry that you didn't like the feature. The paraphrase was intended to impress upon readers the quality of the 3D routines included in Epic, the faith that DID have in their product and also as a strong pull into the article for the readers. Apologies for any embarrassment caused.

VIRTUAL RESPONSE

Having read the letter you published "Virtual Curse" in your march issue, I feel I must respond to what Peter Green as to say and echo your own responses.

TWO PLAYERS OR NOT TWO PLAYERS?

What is it I find so great about multiplayer games? Even games where you can't affect you partner (e.g. Bubble Bobble) are still a lot more enjoyable when played with a friend, but what exactly makes Bubble Bobble so addictive? It's certainly not the graphics or sound, so is it the fact that you have a friend with you and you are co-operating with them?

Some people say that they prefer the thrill of pitting themselves against the computer. To them a computer is a way of escaping from the real world for a while, but for me, a game should be able to support two players. Most of the time this shouldn't be too hard, so why don't more players give us two-player games?

David Pearce
Southampton



Interesting thoughts David. While it's simple to include a player one/player two option in virtually every game, simply enabling two people to play one after another, producing a decent two-player simultaneous game is another matter. Recently the appeal of playing against human opponents has been explored with games like Hard Drivin' 2, allowing two machines to be linked together and played at the same time, although quite who can be bothered to cart their computer round to a friend's house is uncertain. Most games, however, simply aren't appropriate for two players. It doesn't make financial sense for softcos to produce a true two-player game; one actually requiring two people to run it, since no-one without a permanently available second body would buy it. Pity

What people must realise is that once the ability and knowledge is available to create a particular kind of solution to a specific scientific or technological problem, be it for a genuine need or for the achievement of a goal laid down by the technologists themselves, there is nothing that can be done to limit the pursuit of this objective. At present the race to perfect a practical and cost effective virtual reality system is a prime example of this.

I am by no means condemning this type of research. I myself am a self confessed "technophile" as William Gibson put it and I am positive that I am not alone in this. The success of your excellent magazine shows that many of us are seduced by the lure of technology. What I am trying to put across is that even if someone had asked Oppenheimer if inventing the atom bomb was such a good idea he would have, quite rightly, replied "If I don't, somebody else will".

The same applies to research and development of weapons systems at places such as Marconi and Plessey today. Ask these people the same question and you will get the same reply. These are obviously extreme examples but I think that they highlight the fact that the tidal wave technological advance is quite unstoppable, for good or for bad, and I for one look forward to the day when I will be able to "jack in" and some, if not all of my wildest dreams will come true.

Keep up the good work

Neil Thomson
N. Humberstone

I'm not entirely sure about your Oppenheimer analogy, but I think I get the picture. I'm sure Peter Green doesn't view VR with the same trepidation as the unveiling of a grizzly new weapons system, but perhaps others do.?

SIM GALAXY?

Why don't Maxis, the makers of Sim City, make a Sim Galaxy. This could have a number of features including: comets, meteors, planets being destroyed by comets or aliens, stars going supernova, astronauts being sent into space, evolution on planet and world wars.

It could also have a galaxy designer in which you design your own planets, their size, gravity, whether or not it has atmosphere or life, their orbits, the elements on the planets and type of life.

James R Corbett
Scotland

P.S. I have a Spectrum +3

A fine idea. Personally I think that people will have enough on their plates with Sim Earth at the moment, but a Galaxy simulator sounds great to us, and what better machine to run it on!

PC POWER

I remember reading in ACE that the ideal home entertainment set up is a computer such as an Amiga and some form of console. I disagree. I think a modern fast PC makes both redundant. Consider the following points:

1. Most games are available in PC Format
2. The sound quality achieved with a sound card such as the AdLib easily puts Amigas and consoles to shame and Sound cards are now widely supported.

3. With VGA, the graphics quality easily surpasses Amigas and consoles. Contrary to ACE's Pink Pages, a modern VGA PC can display up to 256 colours at a time from a palette of over 260,000. And many PCs can do that with resolutions up to 1024 x 768. Although there are no hardware sprites, the sheer processing speed more than compensates.

4. Nearly all PC software may be installed onto a hard disk or RAM disk and most VGA PCs these days are sold with hard disks as standard. This means that the games may use huge amounts of data and loading time takes a small fraction of a second. Who needs cartridges?

5. When new standards appear such as the new ultra fast XGA graphics with 65536 colours on screen at huge resolutions, you simply sell your old VGA card and buy the new one. Most add-ons, like extra disk drives etc, fit neatly inside so you don't have a desk covered in spaghetti.

6. Competition in the PC market is ruthless. This means hard disks, extra memory etc are very cheap compared to the Amiga equivalents. PC prices are dropping all the time and the quality of the machines is constantly improving

**Christian Low
Tyne & Wear**

PCs surpassing both console and computers? I doubt it. Swift PCs can now shift and crunch numbers better than anything, but there is no hardware trickery to support sprites, parallax backgrounds etc. This makes them excellent for data intensive games or those using 3D polygon graphics, but poor for arcade-style romps. When was the last time you saw a decent shoot-em-up (other than Wing Commander) on the PC? We still think you require both a console and a computer to enjoy the ultimate games experience. Perhaps your ultra-PC should fit into the equation instead of an Amiga...?

THAT'S ENOUGH CD, ED?

If I read about CD-ROM, CDTV, CDi et al one more time in ACE I think I'll scream! Now don't me wrong, I'm sure there's a very good reason for all the excitement and the hullabaloo, but I can't see it. Okay, so you get mega-amounts of storage space and (reasonably) fast access, but that seems to be about it. Am I missing something? I think not.

Isn't it about time ACE jumped off the mythical CD bandwagon and concentrated on games and hardware available now?

**Darren Wills
Epping**

What do you mean 'mythical'? CD technology is here, now, and being used by several computer and console manufacturers (NEC and Fujitsu are two who immediately spring to mind). Agreed, CD isn't exactly widespread at the moment, but that day is coming. Why? Take a look 'Laser Lessons' starting on page 71 for the full reasons as to why we're behind CD, and why you should be too.

TIP-TASTIC, MATE!

Thanks for the Tricks n' Tactics supplement given away with ACE issue 42. I really enjoyed it - it was full of colour and useful information. Personally, I prefer general gameplaying hints to hacking cheats or complete solutions (I can't see the point of playing a game if you're going to fiddle it). It's definitely the best freebie ACE has given away in a long, long time (except perhaps for the wonderful little Gameboy booklet). How about another one in the near future?

**Ben Kilmer
Dumfries**

Glad you liked it! Being the democratic organisation ACE is, the possibility of another tips supplement is in your hands, readers. On pages 39&40 there's a special ACE questionnaire where you've got the opportunity to tell us exactly where we're going wrong (and right) - Soften the blows a bit, won't you? and win yourself some super-duper software into the bargain.

PREDATOR 2™



... HE'LL BE IN TOWN SOON WITH A FEW DAYS TO KILL



Images Beyond Imagination

The digital dreams of a Californian company will soon make the overused Sega sprite engine redundant by bringing a new breed of cinematic compact disc consoles to the market. Data East has announced the next generation of video games will have DVI (Digital Video Interactive) technology enabling film-quality animation from CD-ROM.

Based in San Jose, the crafty corporation has signed exclusive rights to develop a new generation of arcade games based on Intel's advanced DVI technology. Using Intel's DVI i750 video processor, Data East will produce graphically sophisticated coin-operated video games with animated imagery that approaches film-quality. The first DVI games are expected to reach arcades by the end of summer and will be priced competitively with existing video games.

"Our DVI games will revolutionise and revitalise the arcade video game marketplace," says Joseph Keenan, president of Data East USA Inc. "For the first time, arcade games will have graphics with the intensity, depth and realism of film animation. Players will have the sensation of being inside the game as never before."

DVI makes possible the high-performance storage and retrieval of large blocks of animated graphics on CD-ROM media. Using Intel's i750 video processor, and its own proprietary hardware and software, Data East has designed a system that quickly and clearly sends massive amounts of graphical information to the screen, thus creating animated images with smooth, movie-like motion and definition. Data East has already demonstrated a prototype helicopter action game called Thunderstorm.

"Over the past few years, arcade video games

have lost some of the technological edge over home entertainment systems," believes Keenan. "DVI technology returns that advantage 10-fold, and makes immediately available a highly advanced multimedia computer technology that will be found in arcade systems long before its entry into the home marketplace."

Keenan plans to supply the DVI hardware and software development tools to third-party games designers interested in producing DVI video games. Data East is also looking into a video jukebox utilising CD-based music, video and DVI technology.

GAMES WITHOUT FRONTIERS

IVG (Interactive Video Game) is the newly developed game system that applies Intel's DVI technology to a Data East customised CD-ROM drive. Games that can be made with IVG include titles using real life images. Mad Dog type games using actual pictures, golf and driving games using footage from real courses, baseball games using video of pitchers and batters from baseball matches, poker and fortune telling machines using real-life video and quiz games based on questions using authentic pictures.

DVI video processors, multi-megabyte memories, film-like images, CD-quality audio. Rik Haynes leads you through the next generation of arcade video games...

Games that require images too hard or impossible to obtain through filming could use animation with the latest in computer graphics. You can expect shooting games with outer-space and battle themes to have photorealistic images.

And why stop at ordinary games? Imagine surrogate travel for the underclass. £1 will buy you a visit to backstreets Bangkok, the Amazon rainforest or the outer moons of Saturn. Chipmaker Intel says, "DVI technology will allow the traveller to experience 360° panoramic views of locales complete with ambient sounds, views, inside hotel rooms, visits to restaurants to review menus, and narrated tours of the local history and area attractions." Since IVG uses digital image processing, future developments will make new special effects possible. Games involving screen reduction, expansion, rotation. Games requiring 360° panorama shots. Quasi-3D games. Games with variable image reproduction speed.

"We have yet to find out how far we can expand the applications based on the processing capabilities of the LSI chip," says Data East. IVG comes with a JAMMA connector so it can be fitted into existing coin-op cabinets.

WHAT CAN DVI DO?

The Intel i750 chip enables playback of full-resolution, true colour still images.

High-performance graphics and high-quality audio in an all-digital, interactive environment. DVI video processing techniques are used to video motion video in compressed form. During playback, on-board video graphics processors (the i750 components) perform real-time decompression and manipulation of the digital data and display on the screen.

- Full-colour, 800 screen, 30 frame-per-second (fps) video playback from CD-ROM
- Over one hour of full-screen motion video storage on single compact disc (proportionately more playback capacity for smaller windows)
- Motion video is displayed at 512 by 800 resolution from 256x360 pixel bitmaps in VRAM
- Programmable real-time video manipulation capability on a per-frame basis enabling special effects: blurring, video freeze-frames, dissolve, etc.
- Simultaneous playback of video windows with graphics, text overlay and accompanying audio

TRUE COLOUR STILLS

Can display high-resolution, true colour still images at a variety of user-selectable resolutions and pixel formats. Up to 16.8 million colours can be displayed simultaneously, providing smooth colour gradations that are essential to displaying natural beauty.

Pixel Formats
8-bit, 8-bit CLUT 8-bit, 16-bit, 24-bit, 24-bit/8-bit CLUT mixed
Display Resolutions
1600x1200 (interlaced), 768x600 (interlaced), 512x400 (interlaced or non-interlaced), 256x200 (interlaced or non-interlaced)
Still images can be compressed and stored on CD-ROM. Compression is controllable through software to meet speed/quality tradeoffs required in a game. For example, by downsampling on compression factor and image resolution, up to 60,000 stills can be stored on a single CD.

HIGH SPEED IMAGE MANIPULATION AND GRAPHICS

The on-board video pixel processor provides 12.5 million pixel operations per second. The processor operates with a high degree of parallelism with the display processor. While the pixel processor drives and manipulates bitmaps in the 20th of VRAM, the display processor drives images on the screen from either bitmaps.

Performance
• 2000 still or solid polygons per second (8-bit 1000 pixel polygons)

- 300 tessellated-shade polygons per second (16- or 24-bit true pixel polygons)
- 78,000 characters per second (x18 characters)

Image manipulation operations are performed by software calls to microcode routines. These operations can be performed at frame rates together with overlaid text and graphics.

HI-FIDELITY AUDIO

16-bit mono or stereo output is provided through a separate on-board 32MHz digital signal processor. Supports up to four streams of audio, dynamically mixed down to two output channels. Sampling rates, up to 325kHz per stream, can be controlled by software for a maximum frequency response of 16kHz over an 8kHz dynamic range. Audio playback can be adjusted by varying the sampling rate and filtering levels. During audio capture, ADPCM audio compression using software algorithms.

WHAT MAKES DVI SPECIAL?

video is data intensive - 800 frames/750K
motion requires 30 frames per second
Therefore: 1 second requires 750x30=22.5MB
CD-ROM 650MB capacity
CD-ROM data rate=150K per sec and

Therefore: It would take more time to replay 23 seconds of video.

Solution is DVI - handles DVI with file data compression of 16:1.

DVI Performance

- Still images
- Max of 1600x1200
- High Resolution=7680 images
- Medium Resolution=16,000 images
- Low Resolution=40,000 images (increased capacity with partial images)
- Can also capture video in real-time (with special hardware but at a lower res 12.5x12.5).

Graphics
Units 8, 16, 32 bit/pixel with CLUT
Graphics overlay on internal or external video
Text at 50,000 pages

Audio
5 hours FM stereo, 20 hours mid-range audio, 40 hours AM quality mono

Medium Video (with audio)
1 hour 800 screen, full motion
4 hours 1/4 screen, full motion
10 hours 1/8 screen, 1/2 frame rate

Typical Example
From one compact disc: 20 minutes of full motion video, 5000 high resolution stills, 6 hours audio over 270, 15,000 pages of text.



"If the processing speed of the CD drive could be doubled, the points in the game where the action switches would be a great deal smoother," Data East confides. "With the development of DVI-LSI firmware (microcode), it will be possible to create 'special effects like enlargement, reduction and rotation.'"

FACING THE CHALLENGES

What's the downside of I3G? Games developers will have to find cheap methods of creating high quality video images in order to take full advantage of I3G capabilities. Firms will have to purchase a £60,000 Silicon Graphics workstation or partner with a video production or professional computer graphics company. Consequently, I3G titles will probably mix real video footage and computer graphics generated by high-end systems with the sort of arcade graphics players are accustomed to.

This drawback isn't stopping British games developers from salvaging at the prospect of I3G and other DVI games systems. "This is the first platform to do a movie license justice," says Peter Moynieux, the creator of Populous and Powermonger at Bufflog. Martin Kenwright of Digital Image Design (F-29 Reflector and Epic) thinks the system is ideally suited to producing complex simulation-type games based around fast cars, planes, helicopters or futuristic space fighters. "If you based it on 'The Last Starfighter' movie you would struggle with complex 3D starfighters," he envisions, "these battle sections would have interactive CD sections (landing in a docking bay, teaming, meanwhile sequences) and as the game branched out in any direction, dependent on player performance, the appropriate video section would be shown to match the state of play. For instance, if players win there could be subtle scenes."

Everybody we canvassed agrees that I3G graphics will have to be film-clips, low budget video, cartoon animation, digitised images or generated by heavy-duty computer graphics workstations. These images aren't cheap to create. "A decent cartoon artist costs £200 per hour," reveals Phil Hamson, Software Development Manager at Mindscape. "The costs involved will prohibit the full use of these DVI features and the gameplay has to match this quality of presentation". Jim MacGonch, a leading expert on multimedia, has one solution: "I would design games that mixed television-quality images and computer graphics. As an example, in Dungeon Master all the monsters would be filmed at TV quality and would appear overlaid on the computer graphic generated dungeon."

A surprising niche market could arise out of this price factor. Model makers could supply the realistic but reasonably cheap objects needed by these I3G titles. Models could be shot directly on video or scanned into a computer special effects deck.

Peter Moynieux points out that it would take an artist 48 years to fill a single compact disc with hand-drawn graphics! Nobody wants to wait that long for the first DVI game. ACE will reveal how Data East is coping with these problems - and preview the first DVI games - in the coming months.

Over 40,000 games in our warehouse



5.99 6.99 8.49 8.49 9.99 9.99 6.99

Original UK Version. Free Spokeo.com [background check](#) & membership.



Gameboy • Teina, two player lead,
gives headphones and battery
• FREE Special Reserve membership
• FREE Shockwave Gameboy holder

Gameboy Software etc. will be soon.

Gameplay	Score	Time	Score
JEFFREY	15.99	SOLAR STRIKER	15.99
ALCOON RD	15.99	SPIDERMAN	15.99
DOUBLE DRAGON	15.99	SUPER MARIO LAND	15.99
MARQUESE'S GUEST	15.99	TEENIE	15.99
CLAT	15.99	WIZARDS AND	15.99
END OF THE 200	15.99	WARRIORS	15.99
WARRI	15.99	SHOT KWAME GAMBINO	15.99
RD	15.99	HOLSTERS - BELT	15.99
REVENGE OF GATOR	15.99		

NEVERTHERLESS, SOME GAMES SHOWN MAY NOT YET BE RELEASED
 In the UK. For more information, contact: The Maffin Group, Ltd., Reg. Office: 2 South Street, The Mallards
 Southampton, Hants SO9 3NR. VAT no. 424 853 91

Official UK Version Free Special Passes membership



Lynx color handheld system 119.99
+ mains powerpack & California Games

Linux Software

24	BAPHAPE	27.85	PINKALL THERPYLE	27.85
25	226 DE GROOT'S	27.88	PIMPAIZE	27.88
26	APAC	27.90	PGAD SAUSTOFFS	27.90
27	RAGNETT BRAWL	27.90	POSCO ISLASH	27.90
28	COOK 27	27.90	POYGAR	27.90
29	BLAC LIGHT NIBBS	27.95	PU LUN RUNNER	27.95
30	CHIEFDEPUTY CLAS	28.00	PUYANARD COE	28.00
31	CHUCK CHALLENGE	28.00	SHANGHAI	28.00
32	ELUCITE COR	28.00	SHAW-WENDE	28.00
33	EXACT DE VINCIGRONE	28.00	TEKAMUNEN	28.00
34	GAUNTLET 3	28.00	ETHIO REBAL	28.00
35	GOCE RINAPG	28.00	TURKISH COE	28.00
36	NLAC	28.00	UNIVERSITY	28.00
37	NUVA CASANO	28.00	WARR REG	28.00
38	MS PRADMAN	28.00	WORLD OF OUR SOCIETY	28.00
39	NILL GUERRE BOWL	28.00	YACHT	28.00
40	PAOLAND	28.00	YACHT	28.00
41	PARADISE	28.00	YACHT	28.00
42	PAULI MONARCHY	28.00	YACHT	28.00

Official IBM Version Free advice, download and membership



Megadrive + Alfred Beast + Joypad 189.99
 + FREE extra TURBO Joypad
 + FREE Special Reserve membership

ALEX RIDDIN	MYSTIC DEFENDER	21.8
-------------	-----------------	------

THE ENCHANTMENT OF THE ASHLE	17:09	PHANTASY STUJ	8:08
ARNOLD PALMER	17:10	POULICUS	8:09
THE BURNING OF THE GOLF BALLS	17:11	HAUBO 3	8:10
WILLIAM W. JACKSON	36:05	REVENUE OF CL. SHINDEN	2:7
BUDKON	36:06	SPACE HARRIER 2	2:8
THE BURNING OF THE GOLF BALLS	36:07	SPACE HARRIER 2	2:8
THE BURNING OF THE GOLF BALLS	36:08	SUPER HANE ON	2:9
THE BURNING OF THE GOLF BALLS	36:09	SUPER LEAGUE BASEBALL 1	2:10
THE BURNING OF THE GOLF BALLS	36:10	PUNCH MONSTER	2:11
THE BURNING OF THE GOLF BALLS	36:11	SUPER REAL BASEBALL 1	2:12
THE BURNING OF THE GOLF BALLS	36:12	SUPER THUNDERBOLT	2:13
THE BURNING OF THE GOLF BALLS	36:13	TRAGEDY OF LUCAS	2:14
THE BURNING OF THE GOLF BALLS	36:14	WARRIOR OF FANTASY	2:15
THE BURNING OF THE GOLF BALLS	36:15	THUNDERCLOUD 2	2:16
THE BURNING OF THE GOLF BALLS	36:16	TRILLION	2:17
THE BURNING OF THE GOLF BALLS	36:17	TRILLION	2:18
THE BURNING OF THE GOLF BALLS	36:18	WORLD CUP ITALIA 94	2:19
THE BURNING OF THE GOLF BALLS	36:19	JOHN GOOL	2:20
THE BURNING OF THE GOLF BALLS	36:20	ZOOM	2:21

POWER BASE CONVERTER (Runs Master System Games)	28 99
TURBO (FAST FIRE) JOYPAD	18 99
SEGA MEGADRIVE ARCADE POWER STICK	28 99

London: 1977, Foundation for the World, 1978.



Amiga-ST Joysticks etc. not shown

Back Row (left to right)	
Quincy Supercharge (ST, AMGA ETC)	9.99
Quincy Jet Fighter (ST, AMGA ETC)	12.99
Quincy Superblast (ST, AMGA ETC)	16.99
Quincy M5 15 Pin Jetpack for IBM PC	18.99
Quincy Warrior 15 Pin Analogue for IBM PC	13.99
Front Row	
Competition Pro 5800 Mean Green	90.99
Competition Pro Extra Gold Road	99.99
Competition Pro Extra Orange or ST	99.99
Competition Pro Extra Gold Green	129.99
Competition Pro Extra Gold Superlite	129.99

THE UNIVERSITY OF CHICAGO PRESS

IBM PC Joysticks etc not shown.
 DYNAMIC PRO RE VLTILE (IBM)
 DYNAMIC IBM GAME'S CAUD WITH TWIN
 JOYSTICK PORT INTERFACE (IBM)
 DYNAMIC RE STARTER FOR JOYCE'S AND
 EQUILIBRIUM JOY JOYCE AC/DC OF BASEBALL
 VECTORY ROAD WYNNAL
 EPOXIMAR IBM ANADICUE 2001 JOYCE
 KROM AMULAND IBM LE (GAME'S AND WITH
 TWIN LCT INTERFACE
 DUCKING OUT OF LINE (IBM GAME'S AND
 LE LADDER IBM GAME'S: MUSIC WITH SOFTWARE
 NOT SHOWN (IBM ACT AND MUSIC) VOICE RECORD BOUND

SPECIAL RESERVE CLUB BENEFITS INCLUDE:

- NRG** (Energy magazine) News, Reviews and Graphics: Screen shots, pack shots, charts, latest Giga Savers. Game reviews in every issue. Night City Cyberbrawl and the kill or die adventures of I.Cyberpunk NRG street gang. It's Cyber-fantastic! **NRG** - bi-monthly to all Special Reserve members.
- **Release Schedules**, sent bi-monthly with updated catalogue information
 - **Sales hotline** to 8pm weekdays 5-30pm Saturdays and 5pm Sundays 0279 600204
 - **Fast despatch** of stock items **individually wrapped by first class post**
 - **Written confirmations** (receipts) sent when we receive each order
 - **Catalogue, Membership Card & Folder** for **NRG**
 - **Free** change of address on request if delayed.
 - **No Obligation** to buy. We do not request a signed contract, nor is there any age requirement. With Special Reserves there are no hidden costs.

ANNUAL UK MEMBERSHIP £6.00
UK 05 05 FEB 06 00 110003 018 00

In stock at time of publication



Amiga 500 Screen Gems Pack 359.99
COMPUTER WITH MOUSE, TV MODULATOR, BACK TO THE FUTURE 2, DAYS OF THUNDER, BEAST 2, DELUXE

Amiga Peripherals

PHILIPS #133 ARTIST COLOR STEREO MONITOR	248.85
AMIGA 486/030 MEG H-80 HD DRIVE (AUTOBOOT WITH KICKSTART), SOCKETS FOR 2 MEG OR RAM	269.95
SCSI INTERFACE FOR PERIPHERALS CONNECTION, CUMMANS EXTERNAL 3.5" 880K DISK DRIVE	79.95
AMIGA 4301 512K RAM UPGRADE TO 1 MEG (GENUINE COMMODORE ITEM WITH CLOCK)	74.95
ZYDEC 512K RAM UPGRADE TO 1 MEG WITH CLOCK	44.95
ZYDEC 512K RAM UPGRADE TO 1 MEG	39.95
HARDWARE KIT: SPOCKET AND MAT (AMIGA CR ST)	32.95
COVER FOR AMIGA	5.95
COVER FOR MONITOR	5.95
KIND WORDS 2 (WORD PROCESSOR)	31.95

Disks 'n bits



13.5" SLAS STORAGE BOX 100 LBS/25 3.5" DISKS	1.30
25. 300T HIGH DENSITY DISK (1.4 MB)	1.30
10 PAKK TK 48 TPI 5.25" DS DD DISKS (350K)	8.95
10 PAKK TK HD 5.25" DISKS (1.4 MB)	8.95
10 PAKK TK 88 TPI 5.25" DS DD DISKS (750K)	8.95
2" MAXELL CF2 DISK + LABEL FOR PCW	1.80
3.5" DISK HEAD CLEANER	2.80
DISK BOX 3.5" (100 CAP) DIVIDERS, LOCKABLE	10.90
DISK BOX 3.5" (50 CAP) DIVIDERS, LOCKABLE	8.40
DISK BOX 3.5" (40 CAP) DIVIDERS, LOCKABLE	7.40
DISK BOX 3.5" (40 CAP) DIVIDERS, LOCKABLE	7.40
DISK BOX, STACKABLE, 3.5" (40 CAP) DRAWER	13.90

Earl Sierra's Mother Goose may sound a bit kiddie, but CD gives the program enough punch to make it a joy to watch for work gamers.

(Bottom left) MIT's Turkogroup (the American equivalent of the PC Engine) has been offering CD compatibility for some time—and at one stage the company was able to claim that almost half the world's CD-ROM drives were attached to the console.

(Bottom right) Shocked that best to supplement the graphics and sound, it should, there was say it, be granted a little more attractively.

SHOOTING SKILLBOX

ICOM's Shockbox was produced much like a traditional feature film. ICOM developed a high-resolution digitizing process, with 512 x 384 resolution, to capture action filmed on video sets. There was a cast of 25 (covering more than 20 speaking parts in the game), 70 scenarios designed by a professional screenwriter, and 25 Victorian period sets were constructed for the game.

Actors were filmed both on set and against blue screens, to enable backgrounds to be dropped in later (as with *Clint Eastwood's It Came From The Desert*). The production cost over a five-week period, with sound mixing done in San Francisco and post-production in Chicago. 'Other developers' claim ICOM's Ken Tanaka, 'was going to look at this software and realize that this didn't do anything more types of home entertainment has been covered.'

very refreshing gaming experience. The idea is to explore a fairy tale environment, encountering characters from nursery rhymes and performing certain tasks for them (e.g. finding Jack and Jill's pail). Success results in the singing of the nursery rhyme involved and the lyrics printing up 'karaoke-style' at the same time.

This probably sounds rather ghastly to some of you—and, come to think of it, the American cutesy voices ARE rather hard to stomach—but don't be misled. The actual experience of playing this game is very impressive and gives a powerful indication of how good CD software can be.

CD ABOUT TOWN

In the end, however, it's not just the games that's going to make CD so important to all of us. It's the fact that the same little plastic disks hold music, video, and data that makes them so promising. Imagine how much more widespread gaming would be if EVERYBODY had a floppy disk and a VDU in their sitting room—well, that's how it's going to be in the not-so-distant future as CD technology spreads out from the hi-fi and links up to HDTV, your interactive CD player, and your portable Sony Data Discman.

In fact, the latter will be selling this year at around £250 and although it will not be CD-ROM compatible, the company claim that a version which you can hook up to a computer will follow. And with Sony and Nintendo developing a CD console together (see pages 71/73) CD really is on the move...

TIGER MEDIA

This Californian company are typical of a third breed of CD developer: those who simply take existing gameplay ideas and use the mass storage and improved sound of CD to deliver a better product. We've already covered *The Case of The Cautious Condon* in ACE (issue 42)—a graphic adventure slotted on a luxury printer in the 1930s.

'This title,' says President Laura Biddine, 'is 100 times larger in data and graphic capacity than any other title ever produced for any format. There are three hours of CD-audio, more than 700 originally drawn colour pictures, and 200K of program code.'

The other point about CD-ROM, which is especially apparent in Tiger Media's case, is that many softwares are perfecting development systems that are platform independent: in other words, an application developed for one CD machine can, with relatively little modification, run on another. Apart from the CDTV, Condoor has already been released on FM Towns, and versions are under consideration for CD-I, CD-ROM XA and other systems.

This Christmas, then, the game you play on your CD-ROM PC will almost certainly be available for the CDTV as well as other CD machines.

BRAVE NEW GAMES

Not only are there going to be CD games featuring improved animation, improved programming, and broader scenarios, but there will also be games that explore alternative game styles. ACE readers have already been introduced to the *Cosmic Osmo* concept, where you explore a game universe without any particular objective other than to be amused. CD-ROM offers huge potential for this style of program, as Sierra are already demonstrating with their CD-ROM version of *Mother Goose*.

This children's title takes the basic *Osmo* concept and adds puzzling and songs to make a

CRUISE FOR A CORPSE

(And a free holiday!)

French software house Delphine have enjoyed recent success with games like *Future Wars* and *Operation Stealth*. Now, in order to announce their newest release, *Cruise for a Corpse*, UK licenser US Gold is offering lucky ACE readers the chance to win an amazing free holiday in the Med.

Simply answer the questions shown here, fill out the coupon with your name and address etc, and mail it to: **Cruise Competition, ACE Magazine, Priory Ct, 30-32 Forrington Lane, London EC1R 3AU.**



The Games of Delphine

Future Wars

Future Wars takes place in the 43rd century Earth is under attack from an alien race. Until now the formidable SDI system has kept the enemy attacks at bay. But now, the fiendish green men have hit upon a plan to travel back in time and sabotage the SDI system as it is being built.

The game starts in the present day when you stumble upon a secret message which will set you off on your adventure.

Throughout the game you have to visit the Middle ages, Prehistoric times and, of course, the distant future.

Using the Cinematique operating system, designed by Delphine's own Paul Culsett, *Future Wars* offers an extremely friendly use interface, allowing virtually all the action in the game to be controlled using point and click methods.

Winning thirteen awards (best overseas game at the In Dm for example), *Future Wars* was the title that made Delphine's name.



Operation Stealth

Operation Stealth enjoyed similar success on the Atan and Amiga. You play special agent John Games, on a top secret mission to foil the evil crimes perpetrated by an enemy superpower. Again, the control method and character interaction was recognised as first rate.



Cruise For A Corpse

Cruise for a Corpse promises to be the best Delphine game yet, with further tweaks and touches being added to the control method and the storyline undergoing even more analysis. Set in the 1920's, the game takes place on board a yacht owned by shipping magnate Niklos Haraboudjan. You play inspectors Raoul Dussenter, who's been invited by Niklos to join him on a dream cruise in the Mediterranean.

Upon boarding the yacht, though, Raoul is informed of a murder, but where is the body? Again, presented in easy-to-use mouse driven format, *Cruise for a Corpse* looks like being another success for Delphine.





Questions

- 1) Agatha Christie's famous detective Poirot was from which country?
- 2) Name Mickey Spillane's wise-cracking detective.
- 3) In which author's books does Inspector Wexford appear?

THE PRIZE

And so, onto the prizes. US Gold and AGE are pleased to be able to offer the winner (and a friend) a holiday in the Mediterranean to the value of £500. You will be able to choose where you go, where you stay and for how long. It's all up to you. There are fifty runners up prizes of copies of *A Cruise for a Corpse* for Amiga, ST and PC owners.

NAME:
ADDRESS:

- 1)
2)
3)

If I win a runner's up prize, I'd like Cruise for a Corpse on the computer.

RULES

All entries must reach us by the 8th April 1991. No employees of US Gold, Emap or Delphine are eligible for entry. The Editor's decision is final and, aside from arranging the holiday for the 1st prize winner, no correspondence will be entered into. Entry to this contest signifies understanding and acceptance of these rules.

THE 4D BOXING COUPON

Name.....

Address.....

ACE43

Send to:
Ian Blackeller
Mindscape International
Priority House
Charles Avenue
Mornings Park
Victoria Industrial Estate
Bergess Hill
West Sussex
RH15 9PQ

Please rush me a free demonstration disk of 4D Sports Boxing for my PC. Please send the demo on

- ☐ 5.25" High Density disk
☐ 3.5" Low Density disk
☐ 3.5" High Density disk

Mindscape's 4D Sports Boxing is possibly one of the finest sports simulations around. In fact, Mindscape are so confident that one look at the game will persuade you to buy it, they're offering you a free demo. All you need to do is clip the coupon and mail it to the address shown below.

Within a couple of weeks you will receive a rolling demo of the game, highlighting all the key features and, of course, packed with thrilling boxing action.

THE GAME:

4D Boxing is a polygon driven simulation of the pugilistic art crafted by the same design team behind 4D Sports Driving, DSI. They're also working on a 4D Tennis simulation at the moment and have made a name for themselves as possibly the best filled-vector programmers in the business. The latest tweaks

and changes to Boxing have made the animation even smoother than before, with extra frames being added giving boxers truly lifelike movement.

FEATURES:

Boxing is loaded with more features than you can imagine. Some of the more interesting are

- Create your own boxer! You choose his height, weight, colour, name and initial power, stamina and speed ratings.
- Fight any from a range of forty computer-controlled boxers, or play against a friend.
- Stunning 3D graphics and infinitely variable camera angles.
- Fight exhibition matches (against anyone) or embark on a career with the aim of becoming World Champion.
- Realistic training programme before a big fight allowing you to

improve the weaker aspects of your fighter's abilities.

- Fight "lights" Upper cuts, jabs, hooks, roundhouse punches, crosses, a body blow. You can circle and jab.

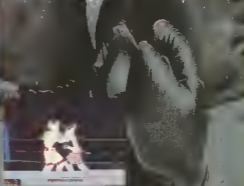
NOTE:

Please

clip and mail this coupon to the address shown above. The offer is available while stocks last. Your coupon must be clearly marked.

4D BOXING DEMO!

Glove it to death! Free ringside seats available for a limited period only. Seconds away!



'NAM

★ 1965 - 1975 ★



Vietnam was a costly disaster for the United States . . .

Could you - using the same resources - rewrite history and win the war America lost . . . ?

As President, you must balance your military objectives against public opinion back home. The decision to be a hawk or a dove is yours . . .

Your aim: to achieve what the Americans failed to do - prevent South Vietnam falling to the Viet Cong guerillas . . .

'Nam is the result of four years extensive research by Matthew Stibbe, the author of the highly acclaimed Imperium . . .

"'Nam is incredibly accurate... (and) definitely rates as one of the best wargames in years" **CU Amiga Screenstar 90%**

Programmed and designed by: Matthew Stibbe

© 1985 Domark Software Ltd. - 1993 Artwork & Packaging Domark Software Ltd.

Published by Domark Software Ltd, Ferry House, 51-57 Lark Road, London SW16 1PR Tel: 081 780 2224

Available on: Amiga, Atari ST IBM PC 3.5" & 5.25" & Apple Macintosh Amiga Screenshots

DOMARK

Tan Son Di An
Nhut



CU AMIGA

THE ULTIMATE GAMES GUIDE TO THE ULTIMATE COMPUTER

GODS EXCLUSIVE

MARCH 1991
DMIS PTA 770 L110
AN EMAP PUBLICATION

ON THIS DISK



ANOTHER TOP-RATED
ACTION-PACKED
AMIGA GAME
ABSOLUTELY FREE!

AMIGA
CARTRIDGE
EXCLUSIVE
REPORT

**OUT
NOW**

£10,000

GAMES BONANZA
IF YOUR SCRATCH
CARD IS AWOL, ASK
YOUR NEWSAGENT.

MORE GAMES THAN EVER! THE A-Z OF

AMIGA GAMES • VIZ • SUPER MONACO GP • RAILRO
TYCOON • COLOITZ • ARMOUR-GEON • SUPERCAR
LAST NINJA III • R-TYPE II • CHUCK ROCK • F-15
DEMONIAK LEANOR • + NINE PAGES OF PLAY TO WIN!





Here's a schematic diagram of the Intel/Merced D90 VR product. The system was the result of a six-month collaboration between the two companies and a special project at Intel under the guidance of Ken Penland. Apart from the elements shown, the 486 PC also uses a 340-Mbyte hard disk (Shugart, 487). The D90 solution also allows hard-drive factoring of up to 1280 polygons (each of 500-Mbit plastic) a second and also adds a vehicle "portal" system to WorldViewGL, allowing very complex worlds to be dominated by linking together individual 3D environments - similar to the system used by Microsoft's 3D WorldView. www.intel.com

Sense8 sensation

Virtual reality is expensive. You might think that you could knock together a reasonably portable headset using current LCD colour technology for around \$2000. You'd be right. Unfortunately, most companies in the field are determined that you should pay at least \$5000 – plus another \$50000 for the rest of the gear. When are we going to get VR systems that you and I can play with?

Sooner than you think, if Sense8 have anything to do with it. The significance of this company to the perennials gamerster is that they are currently the only people in the VR business who are committed to developing cheap VR. That means VR that runs on a PC and can be ported onto an Amiga. The PC versions are already in existence for just over £9000 – the Amiga versions and the price cuts are still in the future, but at least the process of bringing VR to the masses has started in earnest.

This mission began in January 1990 and is now located on a wharf just outside San Francisco, right next to the houseboat that meditating visionary Alan Watts used in the 1960s. The company was started by Eric Grilichsen and Pat Gelband, both of whom were principal programmers and hardware designers for the original Autodesk CyberSpace virtual reality project.



This is how conventional YK systems look - shaded polyis mats
everything seem litelous and cliced

A small company in California have come up with virtual reality system that incorporates the first Virtual Sprite Handler!

From the beginning, the byword was 'affordable'. Although £9K sounds like a depressing amount of pocket money, if we compare this to past price fluctuations we can expect to see a complete VR system for the price of an Amiga by the end of this decade – and one for the price of a good PC within three years. 'Our goal has always been real time 3D on desktop machines – inexpensive machines,' confirms Enc, who adds that Amiga implementations of their work is already a possibility.

WORLD TOOLKIT

Sense8's first major software product was released at the end of last year and is the world's first virtual reality toolkit, giving users the ability to create interactive 3D environments and then 'live' them using whatever hardware they have to hand. That's the beauty of the system: it doesn't demand mega-expensive gloves and headsets - you can drive it with a mouse if you want to.

WorldToolkit is supplied as a library of C routines and performs four main tasks, all essential to VR creation (see WorldTools panel). However, and this is vital for gamers, it also offers the possibility of determining the behaviour of elements within your environment. Yes, what we have here is the first Virtual Scene Handler!

The games, we guess, may be a little while in coming. But Sense8 are just one flash in the storm of VR research currently rumbling across America. We're only a development meeting, a budget allocation, and a contract away from similar systems being implemented for the Amiga, the ST, and the Super Famicom. You have been warned!



Using SMI hardware, the IntelSource DV-VX project has produced a system for around £2000 that not only performs real-time rendering, but real-time texturing so wall images can be stored as textures and mapped or layered onto 3D objects - room in and look at that painting and you'll be amazed by the detail.

WORLDTOOLS

SenseF's software is really four packages in one. First, it's a geometry reader. That means it can grab 3D objects created in Sculpt, AutoCAD or other programs and integrate them into your virtual world together with tools for dictating their behavior. Is this most modern method

It's also a real-time renderer. This is a remarkable achievement in itself, allowing the 3D objects to be rendered [i.e. given attributes of light, shade, texture using DVI hardware, and positional relativity] as you move about.

Next, it's the sensor drivers that allow you to hook up different tools, ranging from a simple mouse to the most complex dataduit, to your PC. If the real-time renderer is what gives the package its power, this module adds the flexibility.

Finally, it's a stereoscopic display generator for the different viewing options: one of the most practical ones being a small hood that fits over a monitor to give a very realistic 3D image.



to remember. It is a great flight sim for beginners and experts alike.



area of nearly half a million square miles. Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!

IBM PC & Amiga screen shots



to automatically change the view for you, so that you're always looking right at the centre of the action.



attack being thrown at you.



the hottest seat of them all - Take a look for yourself.

Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple, effective, and easy

Fly missions in any of six real world areas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying

An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used

The newest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy

Enemy pilots and missile crews act and react. Intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in

F15 STRIKE EAGLE II



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and

AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most maneuverable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



MICROPROSE
S E A S O N A L S O W A R E

and best from MicroProse will soon be available for Commodore Amiga and Atari ST



THE NUMBERS GAME

£25

is undeniably a lot of money. So when you shell out for the very latest in computer entertainment, is your money ensuring the production of innovative and new games or just greasing the pockets of fat cat businessmen? Gary Whitta and Gary Liddon lift the lid off the rough and tumble world of software publishing to see just who gets your cash.

MAKING IT HAPPEN

It's all very well devoting bags of time, money and effort to developing the game of the century, but it's all a bit pointless if the punters don't know anything about it. Enter one of the most complex, expensive and crucial factors in the key to software success - marketing.

Marketing is in fact a very tricky business, and because there are so many things that go into the marketing of a game, it's an expensive one too. Out of the 25 quid that the average software house charges for the average game around £2.50 has been spent on marketing.

The concept of marketing, and what it does, is very simple. It's all about informing the public about the up-and-coming product, making it look tasty and, as a result, making the aforesaid punters want to buy it. The actual business of making that happen, however, is considerably more complex.

Advertising has always been the most popular way of getting the message across. On average, around one third of a typical computer magazine is made up of advertising, with a single colour page selling for anything up to £1500. For more elaborate ads (such as the three-page extra games used to push Midwinter last year), the prices start to look like telephone numbers (although not very long ones). This may seem like an awful lot of moolah so let's see just how the computer mags measure up against some other famous periodicals.

TITLE	CIRCULATION	PRICE PER PAGE
DE WIND MONTHLY	21,383	£5.00
THE ONE	44,865	£1,595
AGE	48,176	£4,295
MAVIAIR	208,646	£2,800
VIR	1,816,782	£7,900
SABO TIMES	2,771,711	£12,000

But while advertising does the job to an extent, it's the other two-thirds of the typical computer magazine that the software companies are really interested in: editorial. But of course while a company can rant and rave all it likes about its own game, getting a magazine to do the same thing isn't quite so easy. They do have to be impartial, after all. But at least paid editorial, while less consistently enthusiastic than the ads, is free. Or is it?

Software houses want good reviews and they're prepared to pay. We're not talking about large envelopes stuffed full of used notes, paying hands or anything as sinister as that, but anything a software house can do to tilt a journalist's opinion, however slightly, in favour of a game, is surely worth a few extra quid. Press launches, parties, special events, trips abroad, wine and dining, competitions... it all adds up, and it all comes out of the marketing budget.

Aid let's not forget the product itself, of course. Box artwork, design materials and documentation: they all have to look good and put across the right image, or the show's off. And whatever's left after those cash-intensive activities are out of the way goes into things like T-shirts, point-of-sale material in shops, keyboard stickers, posters etc, and any other little sales gimmicks the software house can think of.

PRODUCTION

Duplication of a 16-bit disk costs around 34p. For a typical 40-minute duplication of around 60,000 lines costs £20k, allowing for bulk discounts etc. Even after you've paid the programmers, placed the ads and wine and dined the journalists, it's a case of looking out right up until the last minute. On to this figure, manual design (£2.3k), box production and registration cards must be added.

POINTS OF VIEW

For times executive and long-serving industry veteran Andrew Wright doesn't believe that licensed product is the only way forward if the world of computer entertainment is to continue to be successful. "It would be a very sad industry if we didn't bother with original product," he says.

"It's like saying, don't make films, or don't paint pictures." But surely licensed product is where all the real money is? "Not necessarily," argues Wright. "Look at something like Populous. With original product you can licence it out to console companies like Nintendo and so on, with a licensed product you can't do that."

And what about all these poor programmers penniless in the gutter, then? "Well, I'd like to meet some of these programmers because they certainly don't get picked up by us," Wright retorts. "A programmer should always go to a

lawyer with any contract that he is offered - a lot of them just sign it without reading it properly."

Does Wright feel that developers should be paid more or less? "Well, I think that the development companies should be paid less, but the individual programmers that work for them should be paid more. But for now I think we've got the balance just about right."

Tony Beckwith from Image Works says that obviously original product is more speculative than film and arcade licences. So why do original product? "If you have a winner like Falcon, the rewards for both publisher and programmer can be far greater. It sold 200,000 which has got to make it one of the biggest-selling flight sims ever."

Even so, the slice that the publishers get of the pie is much larger than

THREE'S THE CHARM

Some views from around the software world from people who've either not had their names mentioned.

"A lot of the profit is made from 1st of your product. It's like betting on horses: some come in winners and they pay for ones that don't."

Major Label Product Manager

"Return on investment must be at least 20% otherwise you might as well just stick in into stocks and bonds. If you stick a £100,000 in you want at least £120,000 back." Director of a prominent software house

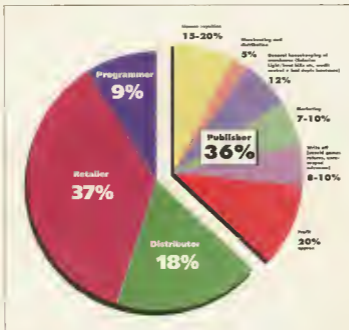
"The whole thing is just so ridiculous. If the distributors and retailers weren't so greedy and didn't ask for such a large profit margin (to sure the end users would buy games in greater quantities. And if you ask anyone why they ask for the profit margins they do then they won't be able to tell you. They just do it because everybody else does." Seriously disgruntled Software House Supreme

"There's a lot of creative accounting going on." Programmer

that that fits the programmer's collar, so I that last? "Well, we do take a big risk, you've got to remember that. What's more we offer sliding royalty rates for the best name programming teams which means that if they create a massive hit they'll certainly be feeling the benefit. Once we've recovered our initial risk why shouldn't the developer get a better rate?"

OVERALL FIGURES

Here we look at that twenty-five pounds spills up on an average-selling computer game on the ST and Amiga. Obviously the phrase "average-selling" is a bit on the vague side of ambiguous and it's very hard to get software publisher to commit to any figures. On the record, it's another matter and a quick poll from a few major software publishers elicited figures of around 30,000 combined sales for the ST and Amiga. We took the royalty rate for the programmer to be around the 20% mark though that figure has been disputed by a number of software authors.



PROGRAMMER SCRATCHES PORSHE SHOCK HORROR

Despite the archetypal glum-boy image generally associated with computer programming, for the rank and file of games creators nothing could be further from the truth. Of the £25 that you fork out for the latest top game on average about only 7% of that revenue will end up in the programmer's pocket.

Even so, if the game is a big hit that still sounds like quite a nice bit of bunce. But speak to any programmer or development house and they'll certainly tell you otherwise.

So who's right? We asked Peter Molyneux, leading light at top development house Bullfrog if he thought programmers got a fair deal.

"No they don't. They are, after all, the ones that are creating the product. The average programmer deal is more like eight per cent. The best deal I know of in the whole world ever is a programmer who is getting 22 per cent."

Despite his belief that programmers, on the whole, get a raw deal, Molyneux thinks that it's still possible for developers to be successful even though it is unlikely. And even some of the most successful development houses are having to survive on a shoestring budget. "About half of the money we earn has to go straight back in to developing our next game. The other half goes into general housekeeping - paying the bills, rent and so on. I can't tell you off the top of my head how much it costs to run Bullfrog for a month, but it isn't cheap."

In an ideal world, Molyneux would like to see programmers getting a 25% royalty deal as standard - and he believes that day may not be too far off as the developers themselves become more professional in their approach. "They key thing to remember is that you're only as good as your last success," he adds.

The story isn't all that very much different for Grantgold and Andrew Braybrook, one of their senior coders, certainly echoes many of Peter Molyneux's sentiments. Are software developers paid a fair proportion of the revenue generated by the games they write?

"Of course not. On the whole there are two sorts of deal that we get involved in, conversions and original titles. Conversions usually work with the publisher providing all your development costs up front but with no royalties, those deals bring in regular money but you can't get very rich doing that. Original products take a lot longer to do and the advances nowhere near pay for the product's development and you have to wait for the royalties to come in to pay for the game's development. In both cases late payments cause an awful lot of hassle."

So it seems that what you're saying is that despite the rewards for original product being far greater you're pushed into doing conversion work just to keep your cash flowing and the proverbial wolf from the door?

"Yes. You're paying on milestones and the amount of time spent designing original product is very hard to put that down as a milestone payment. For original product you need a lot of time on R&D (research and development) and trying out things that don't work and publishers seem very unwilling to fund this stage of development. They want to see something on screen, and sometimes seem to show very little vision. It's very difficult and because of that we have to do conversions to fund the development time on an original product."

"We've got ten people here at the office and those are regular outgoings so we have to have to regular income if someone's working at home there's very little overhead and they can withstand the ups and downs a lot more."

◀ Where the money goes. This breakdown of the typical £25 profit (compiled from various sources) details the subings of an average software house. With a measty 36% of the 36% gross left for profit, it's pretty tight all round.

So why not take the initiative CORE have and branch into the publishing side of things yourself?

"Well, we're looking very closely at what Renegade are doing because that offers a chance for software developers to get one step nearer to publishing their own material. The deal they're offering sounds very reasonable but for that we need some capital. At the moment it's best that we try and build up some revenue."

There are a few however who have managed to earn a tidy sum from producing original software, the most successful probably being the Cambridge-based team of Dave Braben and Ian Bell who are rumoured to have received around a million pounds in revenue generated by their computer classic, *Elite*. Even so, many feel that those days are long gone and the future is a bleak and desperate place for those wishing to develop innovative product on 16-bit computers.

POINTS OF VIEW: CORE DESIGN

Veteran development firm Core Design, the team behind a string of successful projects for other companies like *Rick Dangerous*, *Dynamite Dux* and *Impossamole*, last year shocked the entire software world by going into business as a stand-alone software publisher. Unlike many other prospective publishers that fade into obscurity, Core actually did very well for itself, with its first game *Corporation* zooming straight to the top of the charts. Bearing this in mind, we assumed that they must be doing something right and had a chat with top man Jeremy Smith.

So why this going alone business then? Was it really that bad as a developer? "Not at all. We were coming in - in fact we're still turning work away now - we just wanted to broaden our experiences. Of course there's more money in it, but that's only true if you get it right."

Now Core employs its own team of full-time in-house programmers who get what by all accounts seems to be a very good deal. "All our development people are paid a good regular salary, and on top of that they get monthly bonuses AND royalties," explains Smith. So is Core making more now than it was as a developer? "Erm... not yet. But we will be soon. We're not driving around in Ferraris or anything like that - yet."

THE VERDICT

So in the end, just where does your money actually go? In the till. When all of the pounds, shillings and pence are added up it seems that the only people really laughing are the retailers. That's Smiths, Boots and dozens of independent software shops littering the highstreet.

Perhaps predictably, no one individual; neither Porsche-driving programmer or running-down capitalist software baron ends up with all your cash. From the initial cash-rich boom of the mid-Eighties, the software bar has calmed down into sensible, everyday business. Perhaps not quite the trauma-induced money pit which software would have us imagine, but equally it's not the gigantic money-spinning profit the game buyer often fears.

ve and
your-

what
ers a
step
e deal
out for
ent it's
y "

ged to
ware,
g the
and lan
ound a
y their
el that
e is a
ing to
diers,

t team
other
e Dux
entire
stand-
other
curity,
ts first
top of
sumed
nd had

Was it
all. We
work
en our
in it,

ame in-
by all
All our
regular
monthly
So is
velop-
We're
g like

y actu-
ounds,
is that
akers.
ncent

neither
g capi-
cash
e med-
in into
quite
critics
of the
buyer

Winner!

Mindscape's incredible portfolio of computer games goes from strength to strength. The accolades heaped on Captive justify its position as 'Overall Game of the Year 1990' and 'Adventure Game of the Year 1990' - both voted by the UK Computer Game Industry.

Captive has achieved true cult status by going on to win the Tilt D'or in France. Amiga Format Magazine voted it Role-Playing Game of the Year. Captive is Ace rated 930, classified Zap! Sizzler, a C&VG Hit, a Computer User Screen Star - the list goes on.

Currently available on the Amiga and the ST, Captive will be released for the PC in April.

Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761.

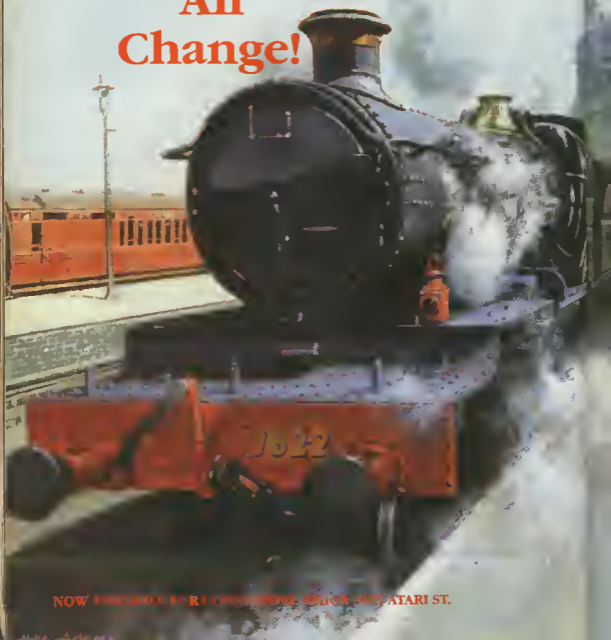


MINDSCAPE

Sid Meier's

RAILROAD TYCOON

All
Change!



NOW AVAILABLE FOR IBM PC/XT/AT, AMIGA AND ATARI ST.



We at MicroProse are proud to announce the release of the first in a new series of games, the *MicroProse Formula* series. This series is designed to be the most realistic and detailed simulation of the military and political world of the 21st century. The first game in the series, *MicroProse Formula: The First World War*, is now available in paperback and hardcover formats. It is a true masterpiece of simulation, offering a unique and immersive experience for all who play it.

The *MicroProse Formula* series is a new and exciting addition to the world of simulation games. It is designed to be the most realistic and detailed simulation of the military and political world of the 21st century. The first game in the series, *MicroProse Formula: The First World War*, is now available in paperback and hardcover formats. It is a true masterpiece of simulation, offering a unique and immersive experience for all who play it.

MICROPROSE
FORMULA

THE KILLING CLOUD™

JOIN THE SAN FRANCISCO POLICE DEPARTMENT AND UNCOVER THE
SINISTER MYSTERY OF THE **KILLING CLOUD**



© 1990 Microsoft Ltd © 1990 Vector Graphics Ltd Image Works, Image House, 114 Southpark St, London SE1 6SW Tel: 071 928 1404 Fax: 071 493 2404



We Want INFORMATION!



In order to make ACE even better, we want to ask you all sorts of personal questions. And for your trouble? The chance to win one of TEN bundles of £50 worth of software for your computer.

We hope you're enjoying reading this issue of ACE. However, there are probably things which you would like to see more of, some things which you really don't like and others that you just don't read. So, to help us produce exactly the right magazine for you, we're giving you the chance to tell us what you want. So, tick the boxes, fill in the blanks and send this page (or a copy) to: **ACE Survey, Priory Ct, 30-32 Farringdon Lane, London, EC1R 3AU.** In order to be entered for the Prize Draw, your entries must reach by the 31st March.

QUESTIONS & ANSWERS QUESTIONS & ANSWERS QUESTIONS & ANSWERS

1) Are you	Male <input type="checkbox"/> or Female <input type="checkbox"/>	Gameboy	<input type="checkbox"/>	8) Do you read the Pink Pages	<input type="checkbox"/>
		Super Famicom	<input type="checkbox"/>	Yes	<input type="checkbox"/>
		Sega Master System	<input type="checkbox"/>	No	<input type="checkbox"/>
2) How old are you?		Sega Megadrive	<input type="checkbox"/>		
Under 12	<input type="checkbox"/>	Sega Gamegear	<input type="checkbox"/>		
12-16	<input type="checkbox"/>	Alan ST	<input type="checkbox"/>	9) How often would you use the pink pages when	
17-18	<input type="checkbox"/>	Atari Lynx	<input type="checkbox"/>	buying hardware/software?	
19-20	<input type="checkbox"/>	PC Engine	<input type="checkbox"/>	Not very often.	<input type="checkbox"/>
21-25	<input type="checkbox"/>	Neo Geo	<input type="checkbox"/>	Quite often.	<input type="checkbox"/>
26-30	<input type="checkbox"/>	Other (please specify)	<input type="checkbox"/>	Always	<input type="checkbox"/>
Over 30	<input type="checkbox"/>				
3) Are you.		4) Which of the following items do you own or		10) How interested are you in the ACE	
At college	<input type="checkbox"/>	are planning to buy?		Stockmarket?	
At university	<input type="checkbox"/>	Modem	<input type="checkbox"/>	Not at all interested	<input type="checkbox"/>
In full time employment?	<input type="checkbox"/>	Midr Interface	<input type="checkbox"/>	Quite interested	<input type="checkbox"/>
In part time employment?	<input type="checkbox"/>	Video Camera	<input type="checkbox"/>	Very interested	<input type="checkbox"/>
None of these?	<input type="checkbox"/>	Audio CD Player	<input type="checkbox"/>		
		Record Deck	<input type="checkbox"/>	11) What do you think of ACE's hardware	
		CD Rom Drive	<input type="checkbox"/>	coverage?	
		Video Recorder	<input type="checkbox"/>	Not enough	<input type="checkbox"/>
4) Do you buy ACE				Too much	<input type="checkbox"/>
Occasionally	<input type="checkbox"/>			Just right.	<input type="checkbox"/>
Often	<input type="checkbox"/>	7) Rate the following items in this month's maga-			
Every issue	<input type="checkbox"/>	zine in order of preference (0-10)			
		Tech News p 7-9		12) Do you use your machine for anything other	
		Games News p 10-12		than games?	
5) Which of the following computers do you own		Reviews p 44-70		If yes please specify.	
or are likely to buy in the next 12 months?		Software Features p 68			
Amiga	<input type="checkbox"/>	Hardware Features p 29			
C64	<input type="checkbox"/>	Industry Features p 22-24			
Apple MAC	<input type="checkbox"/>	Pinks p 89-130			
Spectrum	<input type="checkbox"/>	Tricks/Tactics p 77-81			
Amstrad CPC	<input type="checkbox"/>	Letters p 15-17			
PC	<input type="checkbox"/>	Com-ops p 84-85			
Nintendo B-Bit	<input type="checkbox"/>	Competitions			

Continued overleaf ➤

QUESTIONS & ANSWERS QUESTIONS & ANSWERS

13) Do you usually buy your software from

- ☐ WH Smith
☐ Boots
☐ Menzies
☐ Local Shop
☐ Woolworths
☐ Newsagent
☐ Mail order

14) How much money do you spend on software each month?

- ☐ Under £15
☐ £15-25
☐ £25-35
☐ More than £35
☐ More than £50

15) How many other people have looked at or read this copy of ACE?

- ☐ None
☐ 1
☐ 2
☐ 3
☐ 4 or more

16) Which of these other computer magazines do you read?

Computer and Video

- | | | | |
|---------------|--------------------------------|---------------------------------------|--------------------------------|
| Games | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| Zzap 64 | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| CU Amiga | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| You Sinclair | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| Sinclair User | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| Crash | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| The One | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| Zero | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| New Computer | | | |
| Express | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| Raze | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| Amiga Format | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| Amiga Action | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| ST Format | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| ST Action | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| PC Leisure | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |
| Mean Machines | NEVER <input type="checkbox"/> | OCCASIONALLY <input type="checkbox"/> | OFTEN <input type="checkbox"/> |

17) How do you rate the ACE Hotline?

- ☐ Very poor
☐ Okay
☐ Very good

18) Is there anything you'd like to hear on the ACE Hotline that isn't there already?

.....

.....

.....

.....

19) Are you interested in buying ACE merchandise (T-shirts, binders etc)?

- ☐ Yes
☐ No

20) What Free Gifts would you like to see on ACE?

- ☐ Tricks n' Tactics Supplements
☐ Calendars/Posters
☐ Scratch-card competitions
☐ Badges

Other: Please specify.

.....

.....

21) Any other comments?

.....

.....

.....

.....

If I win, I'd like some software for the

..... machine

.....

Name

.....

Address

.....

.....

.....





Is Virtual Reality a thing of the past? Just when games developers had begun to comprehend the myriad opportunities presented by breakthroughs in VR,

ACTUAL MAN!

APOLLO COMMUNICATIONS

pull the rug from under their feet. ACE reveals the stunning secrets behind Actual Reality!



A converted men's sauna in South Wales is not the most likely place you'd expect to find what could be the most amazing new development in computer entertainment since the last one. It's the unlikely home to Apollo Communications, founded by managing director, chief engineer and sole employee Vince Tyrell. For the last year he has been working on his incredible Actual Reality Sensory Environment, or 'A.R.S.E.', and - out of the blue - invites you to take a look.

The A.R.S.E. is light years ahead of any other VR system yet seen. The speed, detail and realism of the images generated by far



Vince Tyrell, creator of the upcoming Actual Reality system.



"The Living Room," currently Vince's only fully working Actual Reality simulation.



Sim fans will no doubt already be salivating at the prospect of almost life-like experiences from Future games. This is as well as each time a 7 your phone is 721. A new fighter is proposed flight-sim in development.

What's about the high-end industry? It's up to you, who have, indeed, to make decisions, are we?

"We've got a development team working on it. Vince is working on it. Vince is working on it. Vince is working on it."

"If this guy's A.R.S.E. is as good as he says, we're definitely interested."

"I don't want to commit to anything yet, but I can assure that we'll be carefully looking into Vince's A.R.S.E."

"Hmm. An interesting concept. I like the way it's done."



"I've been looking at the competing VR systems, and none of them can lick my A.R.S.E!"

Vince Tyrell

the machine are quite literally fantastic just take a look at some of the astounding photos on this page. What you can't tell from these static shots is how realistically all the non-visual aspects are modelled as well. Every sound and smell is stunningly reproduced. Touch an object and you can feel its surface texture and temperature. Pick it up and the object's weight and dynamics are exactly simulated. If you didn't know better, you'd swear it was real.

Vince stresses the full potential of the A.R.S.E, has barely been explored and it still has quite a bit of work to be done on it, such as shrinking the hardware to a portable size and casing design. But Vince is confident that, inances per minute, everything is on schedule for the anticipated April 1992 launch. Believe us, it'll be worth the wait. As Vince says, "My A.R.S.E is unbeatable!"

INSIDE THE A.R.S.E.

Vince is justifiably proud of his A.R.S.E., and is naturally a little reticent about giving too many details of the technical specifications - his system is far and away superior to anything else in development by companies such as W Industries and VPL. When pushed he did offer this, "Basically, it's all very complex."

The most immediately stunning aspect of the system is its graphics capabilities. All the objects in the "game world" are modelled from polygons, just like the 3D graphics found in most games, although far more advanced. Vince eagerly reels off a stream of highly impressive statistics, "It can generate around 40 million polygons per second (using a blitter adapt-

ed from the design used in the Amiga), each of which is any one of over 64 million colours, which is far more than even the Amiga in HAM mode. Image update takes place every 50th of a second to ensure maximum realism."

But the A.R.S.E. can do far more than just generating high-end graphics. Using a unique and revolutionary nerve-induction technique based on carefully-controlled microwave beams transmitted into the brain, the A.R.S.E. can trick the brain into hearing, smelling, tasting and feeling anything the programmer requires. This approach has resulted in a complete VR system with all the necessary hardware, bar the complex computer centre, fitting into a compact lightweight headset.


Portability has been one of Vince's main objectives. The computer centre and headset commu-

inside the stunning "Living Room." As you can see from this shot, the system's room model is a true-to-life, textured objects and realistic ray-traced shading. Watch your hand actually reach in at the fruit bowl, pick up an apple and then bring it to your mouth! Why not take a little? Crunch! Delicious! The glazer (bottom) scrutinises the (very real) before tucking in.

This huge computer is the force driving the system. Vince confesses that "this will be compressed using customised chips so that it can all fit in a shoebox" ready for the system's intended launch in April 1992.



GAMES WITHOUT FRONTIERS



Vince sees the main application for the A.R.S.E. being entertainment, and has several game ideas in development. He enthuses, "The realism of my A.R.S.E. is incredible. Play Actual Tennis and you'll finish a set tired out and with blisters on your hand from the racket." The high level of realism does have its drawbacks though, the planned M25 Frogger and Rotterdam Attack have had to be scrapped.

Vince also sees 'adult' entertainment possibilities, and is working on some '18+' game modules. "Gee, it'd be great," drools Vince. "I've put me name down to playtest those ones personally."




A playtester reacts to hearing on his play Rotterdam Attack. He later complained of real blisters and bruises.



The proposed Pub Rhythmic game. It is so sophisticated that you'll drink and actually feel as if you're getting drunk. The more you drink the more aggressive you'll get. There are different drink scenarios, such as 'Did you spill my pint?' or 'That's my girl you're leaving?' (Playtesters could have complained of real blisters and hangovers after a long play session.)

nicate via a radio link - no clumsy trailing cables to get under your feet here! Vince admits that the computer centre is the system's only major bug - it's just too large. Eventually customised chips will drastically reduce the size - and cost - of the system. Unfortunately it wasn't possible to get a look at the computer due to the possibility of upsetting the delicate magnetic and electric flux fields pervading the computer room although Vince did show me a picture of it.

LIVING ROOM OF THE FUTURE?



At the moment the only fully-working simulated environment is one Vince calls simply Living Room. Vince invited me to try it out and I eagerly accepted. I donned the headset and then Vince placed a dark bag over my head while he calibrated some of the AR settings. Vince apologised for this, apparently the system is very sensitive to ultraviolet while being adjusted and very bright lights could easily damage the delicate (and expensive!) sensory equipment.

With the bag still over my head Vince lead me to the 'game room'. The radio transmitter currently used is a little weak and player mobility has to be restricted to an area near the computer's transmitter. This will be improved in the final system so that the wearer could walk just about anywhere. Eventually Vince shouted from next door that I could take the bag off - I was in the Living Room.

Words really can't convey the amazing feeling of interacting with this highly realistic yet artificial environment. I could pick up objects and put them elsewhere, look inside them, touch, smell

and taste them - the crunchy apples in the fruit bowl were delicious! I knocked into a chair and fell pain shoot through my shin! I turned on a lamp and instantly the light source shining on the other objects in the room changed accordingly!

After a few minutes I became so overwhelmed by the experience that I began to feel a little giddy and so replaced the bag on my head, thus ending the session. I heard Vince enter the 'game room', and he helped me to a chair in his office. I was shaking, such was the system's effect on me! Any who doubt the power of VR, and the A.R.S.E. in particular, should give it a try!

THE MAN BEHIND THE MYTH



Vince Tyrell has had a fascinatingly varied life. He was born in 1961 in Deptford, south-east London. His father was a car salesman and it was in the repair shop round the back of the showroom that Vince first developed a love of technology and gadgets. As Vince recalls, "Dad was very keen for me to learn the business", as he called it. Some of my earliest memories are of peering inside a car bonnet, tinkering with the engine and fiddling with this micrometer."

Vince was never very happy with formal schooling and left as soon as possible at 15. "Them teachers never taught me nothing of use," says Vince, his voice tinged with a hint of bitterness. For a while he worked for his father, but knew that his future lay elsewhere. Unfortunately his father left otherwise. "Dad wanted me to learn and carry on the family trade, whereas I felt that we should sell up and put our money into other,

more profitable markets. But Dad lacked my vision, you see? Sadly he died in a tragic accident while cleaning my shotgun and Mum had run-off with his ex-partner several years earlier - left me everything."

Although deeply saddened at his father's death, Vince sold the garage a couple of days after the funeral and found himself, aged 22, with lots of money and the opportunity to direct his own future. It was around this time that he first began to get interested in the world of computers. He recalls, "Yeah, I thought they were amazing. I used to buy old disused models, open them up and have a look inside. It's amazing how much gold you can scrape from those old circuit boards."

In 1984 Vince started his own company, Apollo Communications, selling portable phones imported from Taiwan. He later turned to selling other goods imported from the Far East, such as calculators, electronic diaries and Philippino wares. However, it was in 1987 that Vince first heard about Virtual Reality and became fascinated by its potential. "I realised that other researchers were thinking about VR the wrong way. They try to fool the punter's senses. My A.R.S.E. takes that concept a stage further and concentrates on just fooling the punter."

Vince started work on the revolutionary system in May 1990 and now feels his A.R.S.E. is ready for inspection. "I'm very happy with it so far," he enthuses. "However, there's still a fair bit of work to be done and my limited funds are running low. I'm keen to hear from anyone willing to invest in me and my company. About £250,000 in cash, preferably should do the trick, but more would be nice."

MEGATRAVELLER 1

THE ZHODANI CONSPIRACY

TAKES SCIENCE FICTION
ROLE-PLAYING LIGHT
YEARS FORWARD!

The four legendary Frontier Wars have passed, each started by the Zhodani and each ending in a shaky peace...



traitorous groups within Imperium borders the Zhodani are planning to strike from within.

IMAGINATION

Flexible gaming system supports any playing strategy and allows multiple solutions to problems and obstacles.



RESOURCEFULNESS

Saving the universe costs money: a detailed bartering system lets players earn Imperial credits through interplanetary trading, with 30 types of cargo.

SCREEN SHOTS TAKEN FROM IBM PC VERSION



"Heralded The American Computer Role-Playing Game of the Year"

AVAILABLE ON
ATARI ST • COMMODORE AMIGA
IBM PC & COMPATIBLES

BASED ON
MEGATRAVELLER
BY GAME DESIGNERS'
WORKSHOP, THE WORLD'S
MOST POPULAR SCIENCE
FICTION GAMING SYSTEM

VERSATILITY

The most sophisticated character generation system ever devised: five military classes, more than 70 talents and abilities. Allows player to control character development through 5 services: Army, Navy, Marines, Merchants and Scouts.

....Now with the help of corrupt Imperium officials the Zhodani and the Outward Coalition are planning a fifth. Smuggling arms to



FIREPOWER

Realistic, combat sequences let you control each of your characters individually, while still giving general combat orders to the other members of your party. Utilise more than 30 weapons and skills in this advanced combat system.

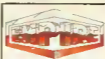
"MegaTraveller 1, a game that truly warrants the highest level of praise, the attention to detail makes it exceptional!"



72 varied skills to learn and use including medical, piloting, communications, laser weapons, bribery, demolitions and handgun.



Supports Ad Lib Music Card and Real Sound for state-of-the-art musical score, dialogue speech and realistic sound effects



STANNETT

"MegaTraveller 1 is one of the finest role-playing computer games in at least the last three or four years."

"MegaTraveller 1 is one of the best science fiction role-playing games ever for the computer."

QUOTES TAKEN FROM DRAGON MAGAZINE U.S. & QUEST MAGAZINE U.S.

Copyright © 1989 Persagen Software Corporation and Game Designers' Workshop. TRAVELLER and MEGATRAVELLER are registered trademarks of Game Designers' Workshop. Licensed to STANNETT SOFTWARE. All rights reserved.

IMPERIO SOFTWARE, & THE STANNETTS,
LAINDON NORTH TRADE CENTRE, HASTON, ESSEX SS15 8JF
TEL. 0266 541212

SCREEN TEST



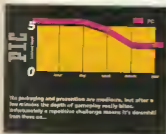
Artistic 2 from Rainbow Arts. Just another jewel to just another shoot-em-up? Prepare to be surprised on page 66.



Leadings from Pyromania. They've got green hell and they can dig holes. Is this game really the world's best or everyone thinks?

ACE TRAILBLAZER!

This month sees the first use of our new award, *The ACE Trailblazer*. Games awarded this coveted recognition of quality must demonstrate either marked innovation or the peak of excellence in their particular field. For example, a shoot-em-up can still win a Trailblazer, but it will have to be an exceptional shoot-em-up. Trailblazer games will all be essential purchases.



The PIC - Predicted Interest Curve
— Is the most sophisticated reviewing tool around

The curve is divided into six sections, indicating the player's adrenaline level after one minute, one hour, one day, one week, one month, and one year. And this can tell you a lot more about a game than just the interest levels...

The minute, hour, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.



- Lots of cutesy characters
- Fascinating 2D action
- The two players link up action for stage 15
- Twelve disks to swap
- No colour on some stages
- No joystick or mouse control option

We won't rate a game unless it represents what you'll find on the shelves. If a game's not finished, we won't rate it. Instead we give it an ACE Preplay verdict panel that tells you how we think it's shaping up. In most cases, a full review of the finished game will follow in a later issue.

ACE AWARDS

ACE always awards most of its prizes for outstanding software performance. If a game really breaks the boundaries in sound, graphics, or originality you'll see the equivalent ACE Award flash on the review. Unless it's truly fine — in which case it'll get the ACE Trailblazer award. Software houses, you have been warned!



ACE only awards this one to games of outstanding quality. A 900+ game is a classic title, recommended without hesitation.



Originality counts for a lot these days, and any games that have it deserve a special mention. This ACE award is reserved specifically for these rare games.



One of the first things to grab you in a game is its graphics. Games that revolutionize the state-of-the-art get this seal of approval from ACE.



Sound is the 'forgotten' aspect of games — but can make or break them. ACE only awards this one to brilliant use of audio in a game.

THE LINE UP

Computer and Console pages 46-70

- 46 FLAMES OF FREEDOM Microprose
- 48 CHUCK ROCK Core Design
- 49 NAVY SEAL Ocean Software
- 50 SECRET WEAPONS US Gold
- 52 COLDITZ Digital Magic Software
- 54 GOOS Renegade
- 55 MAGIC POCKETS Renegade
- 56 LEMMINGS Pyromania
- 58 UTOPIA Gremlin
- 60 M.U.D.S. Rainbow Arts
- 61 TURRICAN 2 Rainbow Arts
- 62 EXILE Autogenic
- 64 ZANY GOLF Electronic Arts
- 65 GYNOUG Megadave
- 67 STAR CONTROL Acropolis
- 68 WARLOCK Millennium
- 69 SUPER MONACO GP US Gold
- 70 LIFE AND DEATH 2 Mudpack

MIDWINTER II flames of freedom

Bigger and better than its astonishing predecessor, *Midwinter II* is an amazing game.

It's 65 years since the big freeze. The global climate is beginning to warm and Midwinter Island is thawing out and breaking down into a set of new islands. Off the coast of Africa, a strategically important set of atolls and islands are rapidly falling under the control of the tyrannical Saharan Empire. Agora, stronghold of the Atlantic Federation is in an increasingly precarious situation. It is clear that once sufficient control over the bulk of islands in the group has been attained, Saharan forces will be strong enough to overwhelm the Federation forces on Agora.

It's your task as a sole Federation agent to prevent Saharan growth, liberate islands, delay the Saharan armada and redress the balance of power.

Before the mission can begin, you must construct your agent. Name, colour, sex, height, weight and appearance can all be altered. The psychological and physical build of your agent will determine how you have to play the game. Equally, your actions during the game will alter the character. *Flames of Freedom* includes possibly the most worthwhile and tangible character development seen in a game so far.

Rather than embarking on a long campaign which may have no real effect on the march of the enemy, you can simulate the results of successful missions on certain islands and view how the Saharan fleet will behave as a result. The islands are connected via supply lines, and you'll soon learn how to create chain reactions, taking one island will cause another to fall, cutting off supply lines to another and so on.

By forcing the Saharan forces through Federation strongholds, you can force a higher rate of attrition on their part, thus making the final conflict on Agora more balanced.

Once you have chosen a particular set of islands to take, and which one you wish to wish to lose, your controller will then brief you as to your missions. Once each set of missions has been completed, the island will fall

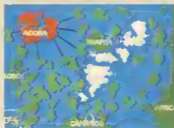
under Federation control. Depending on the nature and strategic importance of the island, your list of missions will be appropriately tough.

Throughout the course of his mission, you must interact with characters on various islands. Some are neutral, others are strongly allied to either the Saharan or Atlantic cause. Others are double agents and some are just plain mysterious. A great many violent interactions with other people will enhance your ability to threaten and menace but the chances are you'll completely forget how to charm people.

Now, on top of all this strategy are the 3D graphics. Whenever you're in a vehicle, the world is depicted in polygon graphics. Superior to anything you've seen before, these represent the landscape in a truly amazing way. Waves break on the shore, the tide comes in, bombs leave craters and the world even looks different depending on what time of day it is. Infrared cameras are available for night activity. This level of detail, of course, depletes the frame-rate a little but everything still comes together for an immensely impressive overall effect.

TRAVEL AND TIME

The *Flames of Freedom* gameworld is enormous. Probably around eight times the size of *Midwinter*. As a result, your chosen mode of



One of the frontal views of the game area. By testing your strategy on this screen you can avoid expending lots of time on ineffective island-taking.



One of the most entertaining aspects of *Midwinter II* is the graphics. In all there are 25 different angles of viewing around in the game. Each better suited to particular missions.



Flames of Freedom is an exceptional game. Most of its elements copied from the best of previous games have been seen in some form or other before. However, it's this way in which all these elements, strategy, action, character interaction and grand-scale warfare have been combined which make it such an excellent game. For the serious player, it represents a major challenge, but the level of play is as leisurely as possible. The depth of play alone before *Flames of Freedom* is classic.

PRICE AND RATING		ATARI V	
950			
With <i>Flames of Freedom</i> comes an 8000 486, the lowest of expensive business prices, able to deliver instant, probably about one minute on the computer when used for the challenge. For any serious player this is a truly remarkable achievement, especially for a game of this type.			

RELEASE DETAILS			
AMIGA	Q4 95	LATE MARCH	
ATARI ST	Q4 95	LATE MARCH	
No other versions planned			

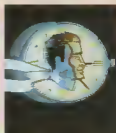
THE PSYCHOLOGY

REASON
goodPLEADING
averageAUTHORITY
goodDECEPTION
average

Detailed breakdowns of your physical and psychological makeup are available for inspection at any time. As well as being able to define the initial traits, you can watch your character grow throughout the game. Each factor has an effect on the outcomes of different scenarios. Brief Maps of the island offer invaluable information on the locations of weapons, people and vehicles. (below)



Throughout the game the chances are that your encounters with the secret police will end you in the clink. Your sea appeal and charm are often more useful than your muscle. (left)



Travel can take a long time. Prudent use of the Speed Up icon (top) will help you on your way. Hasty parking on the lawn of a building (above) improves traction for the car and the success thereafter (below)



Your mysterious controller will present options and related details. He can tell you cabinet contents, vehicles, the progress of the Saharan fleet and even secret weapons.



transport is vital. Quite apart from simply traveling around the islands, there's a lot of ocean to cover too. There are around 22 different modes of transport, each with its own characteristics. Moving around the world no matter what transport you have is easy. By clicking on your destination using one of the variable-zoom fractal representations of the map, you can speed up time and reach your target almost immediately. Game time, of course progresses as normal.

MISSIONS AND PEOPLE

The missions incorporated in the game offer far more depth than those in most war-strat games. You must assassinate enemy agents, blow up command centers, attack supply routes and build up confidences and alliances with the people you encounter on the islands. Successful completion of a set of missions will result in con-

gratulations from your commanding officer, some effect in slowing the Saharan assault and possible a bonus reward from the people of the island.

Once you've found a person (you'll know of at least one person on most islands), you can talk to them and try to get some useful information out of them. Some will offer help immediately, other by giving you transport,

THE MAPS

Maps offer all sorts of information depending on the zoom-rate. Icons denoting contacts, weapons and transport all pop up. By clicking on them, you can find out more about each one. It's from the map screen that all the long-distance traveling goes on. These overviews of the game are invaluable.

• Jim Douglas

Navy S.E.A.L.S. is an eight level sneakup on'em based on the forthcoming movie of the same name starring Charlie Sheen and Michael Biehn. The basic plot goes like this: your team of five S.E.A.L.S., crack SAS-style fighters, are on a mission to rescue two pilots who have crashed behind a hostile Gulf state's lines and are being held captive. While searching, you discover secret stockpiles of stolen ground-to-air missiles, which must be destroyed.

But what do I mean by "sneakup-on'em"? Well, when you play you'll find that just running around like a gung-ho maniac trying to shoot everything that moves will result in a quick death - the enemy are fast and one shot from their rapid-fire guns is all it takes to kill you.

Instead, you have to use stealth - the enemy can only "see" in the direction they're facing, so you must creep up and attack from behind. Alternatively you can jump down on them or climb up from below - you can kill enemy soldiers by touching them (because you're so rock-hard at hand-to-hand combat). Unlike many other games a dead soldier stays dead - there are no magical resummonings here. If you back-track you'll still find an enemy's corpse lying where you killed him.

Each level is a scrolling network of platforms, crates and walls. Your S.E.A.L. has an impressive range of well animated moves at his disposal: he can run left and right, jump, crouch, climb ladders, shin up pipes or poles and monkey-swing when hanging from beams.

NAVY S.E.A.L.S.

OCEAN's latest film tie-in takes you on a topical Gulf rescue mission

Each S.E.A.L. begins armed with a single-shot pistol but more powerful weapons, such as machine guns, flame throwers and missile launchers, can be found by blowing open red crates. You can cycle through your weapons to find the one best suited to your current situation, but use them carefully - ammo is limited.

Navy S.E.A.L.S. is an interesting variation on the platform 'n' guns theme, though some may find the pace a little slow and the action a little too frustrating - it's very easy to get killed and five lives aren't that many. You can shoot the enemy when they're just off screen (although

ACE PREPLAY

Gameplay

- Character appears in 3D animation
- 3D graphics and sound are excellent, with the S.E.A.L. having a large number of life forms
- The weapons sound samples are excellent

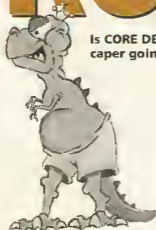
Graphics

- The game is a 3D animation
- The graphics are excellent, with the enemy and in weapons
- Sound is very good
- Some weapons are a little strange

Release Details

Platform	Release Date	Price
Amiga	1991	£24.95
Atari ST	1991	£24.95
Amstrad	1991	TBA
MSX	1991	TBA
Spectrum	1991	TBA

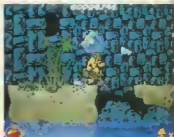
CHUCK ROCK



Is CORE DESIGN's forthcoming caveman caper going to make history?

Chuck Rock is a nifty Neanderthal with a wife problem - she's been kidnapped by his arch-rival Gary Gritter and is locked away at the end of more than 25 levels of rock ledges and sheer cliffs. As Chuck leaps and bounds his way towards his sweetheart's prison he'll have to defeat all manner of weird and wacky monsters.

Chuck's quest will take him through five "zones", including an escape and the guts of a dead Brontosaurus. At the end of each zone there's a mean and massive guardian dino to get past. Tim the Tyrannosaurus and Wayne the Woolly Mammoth are just a couple of them. Each has its own attack method and special weak point - it's up to you to find out what that is.



Chuck's just about to make a splash on the underwater level. Chuck can pick up rocks of varying size but cannot move them by depending on their weight. Rocks can then be thrown at the bad guys or used as stepping stones to platforms unreachable by jumping.

By pushing up and pressing fire you can make Chuck perform a flying kick to knock out the dmos, but more fun - if less aesthetic - is the "belly butt" tap fire and Chuck whacks the cute creatures out of the way with his beer gut.

Not all the monsters are out to stop you. Some will carry you across pits or swamps, others can be used as stepping stones to platforms too high to jump to and others will act as drones, following you around and attacking the bad guys.

The game design is by Robert Churchill. Chris Long is the man responsible for programming, Lee Pullen drew the graphics and Matthew Simmons is writing the music and sound effects. All have done an excellent job so far. The beautiful



SECRET WEAPONS OF THE LUFTWAFFE

LUCASFILM GAMES and US GOLD have a new historic air combat simulator on the runway. Rik Haynes takes a preflight preview...

Nearly fifty years ago, German military engineers were developing ground-breaking stealth bombers, air-to-air rockets and supersonic jets for their Nazi masters. The fruits of their pioneering efforts are now being employed by American pilots over the skies of Iraq. Lucasfilm Games, the respected creator of *Battlehawks* and *Their Finest Hour*, will soon let you test the best from the Third Reich in an exciting and comprehensive flight simulation.

"As American forces seized control of the skies over Germany, Nazi scientists unleashed strange and powerful aerial weapons in a last, desperate attempt to win the war," explains Lucasfilm Games.

The variety, sophistication and sheer brilliance of this hi-tech weaponry was amazing. Among the many gadgets were rockets which could be fired underwater by U-boat submarines, radio-guided air-to-ground glide bombs and two-stage anti-aircraft missiles. By the end of the war, Nazi scientists were even developing "flying saucers." Ultimately these inventions were not enough to save the master race and pure desperation started to show in the bunkers beneath Berlin. Perhaps the most startling example of this collapse was the He162 Volksjager, a single jet engine mounted on a slender fuselage with plywood wings. German high command wanted to pilot these deathtraps with boys from the Hitler Youth. Fortunately these teenagers were saved by the fact that the thing was too difficult to fly.

In their race to Berlin at the end of World War Two, Soviet and American governments picked up as many German engineers as they could find. These superweapon scientists were the only asset Germany had left by the spring of 1945. They held the key to the future of flight and, eventually, the exploration of outer space. For instance, Werner von Braun designed both

"The fighter is simply a flying gun."
RAF Group Captain
Johnnie Johnson

"The Americans are good at making fancy cars and refrigerators, but that doesn't mean that they are any good at making aircraft."
Reichmarschall
Hermann Goring

"Hitler built a fortress around Europe, but he forgot to put a roof on it."
President Franklin D.
Roosevelt





Lufwaffe General Adolf Galland said, after test-flying the Messerschmitt Me-262 in May 1942, "This was a step forward, this is a leap!" The Me-262 was the first jet aircraft to be used in combat against other aircraft. In March 1945, Hitler let the Lufwaffe form an elite fighter unit of seven flying Me-262s, the Jagdverband 44. Fitted with jet fighters with 1400-hp turbojet engines, the Me-262s equipped with these effective but unproven aircraft could shoot down fifteen American B-17 bombers without losing a single jet. On March 18th, twenty-five American B-17s and five P-51 escort fighters were destroyed by Me-262s near Berlin. A month later Jagdverband 44 was gutted by the Red fighters as the Allied tanks reached the airfield.



Super-realistic bit mapped flight routines.
Enormous variety of aircraft to fly.
A superb package including depth manuals adding to the heat of the era and great value for money.



Probably a bit much to do with until you've got to grips with the controls.
Possibly not the best game for a fast action fan.



That was then and this is now. This Tomcat is part of the modern Germany's Luftwaffe.

the feared V-2 missile for the Nazis and the American Saturn Five space rocket.

In *Secret Weapons of the Luftwaffe* you can fly more practical examples of German inventiveness. The Messerschmitt 262 jet fighter, Messerschmitt 163 rocket interceptor, Gotha 229 flying wing, Messerschmitt 109 fighter and Focke-Wulf 190 fighter are all ready for take-off. The Gotha 229 is my particular favourite. This remarkable aircraft, designed by two brothers, was years ahead of its time. Made of wood, the "flying wing" fighter-bomber was virtually undetectable by radar and had excellent flying attributes. By the time the American Army had captured the Gotha Factory in April 1945, the Germans had devised deadly variants such as a six-engine jet bomber with a range of 4000 miles, two-seat all-weather fighter and supersonic flying wings.

Every plane in the game has authentic instruments, weapons and flight characteristics. Lucasfilm Games has improved the 3D graphics engine of *The Final Hour* by injecting more colour and realism. The "seat-of-your-pants" feeling of flight remains, as does the extensive collection of gameplay options. All this is backed up by another superb manual illustrated with rarely published photographs which help set the super-weapon scene.

"Only the spirit of attack born in a brave heart will bring success to any fighter aircraft, no matter how highly developed it may be," said Lufwaffe General Adolf Galland. Lucasfilm Games will give you the chance to learn this historic lesson for yourself. *Secret Weapons of the Luftwaffe* is surely the most eagerly awaited flight-sim of 1991. Stay tuned for the first review in the next issue of ACE.



BOMB THE BASE

Despite its name, *Secret Weapons of the Luftwaffe* contains more than just the techno toys offered by Hitler's hibern. The game allows you to choose between flying as a German or an American. If you join the United States Eighth Air Force your missions will largely involve strategic daylight bombing of various ground targets in western Europe and providing fighter escort. The generous guys at Lucasfilm Games let you loose on the American P-51 Mustang fighter, P-47 Thunderbolt fighter and B-17 Flying Fortress bomber. As a U.S. Air Force newsletter proclaimed, "warm your guns for Jerry's final brainstorm".

ESCAPE FROM

Colditz

DIGITAL MAGIC SOFTWARE pack the Gibson board game into silicon. A narrow squeak, or a run-away success?

This is a bit of a cutesy egg, this one. Good in parts, disappointing in others, but overall a worthy effort for which we should be truly thankful. It will appeal very strongly to those persistent gamblers who like mopping and taking notes. Those who like to shoot first and ask questions afterwards (if at all) may be frustrated by a game that demands persistence, trial, error, and a good deal of detective work.

You have independent control over four characters of different nationalities. Each character starts the game in the British, American, French, or Polish quarters as appropriate and you can

swap between them at any time. Pressing a function key will also display all four characters and their surroundings simultaneously, but action is paused in this mode so you can't manoeuvre characters and watch their comrades all at the same time (unless you're in the same location).

The environment is closely modelled on the real Colditz, which harboured high security prisoners during WW2 and to which persistent escapees like the notorious Douglas Bader were usually consigned. The graphic representation of the castle is very attractive and uses an isometric grid display showing one location at a time.

from slones (used to distract the guards' attention) to passes (used in conjunction with uniforms to penetrate certain locations).

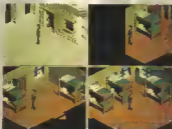
Exploration is risky. Once you stray out of your quarters you can expect at the very least to be spotted by a guard. If he is unable to arrest you immediately, he notes your name on a list (a "guilty" status indicated by prison bars flashing over your character icon) which will result in your arrest the next time a guard encounters you. Alternatively, you may be apprehended immediately.

Once arrested, you are confined to solitary for a few hours – not so bad in itself as you can carry on with one of your other characters, but the real drawback here is that arrest loses you all your carefully collected possessions. The solution is to dump your lock picks, keys, and other finds immediately if you think you are in danger – you can always pick them up again at the same spot as the guards, apparently, are uninterested in such trifles.

Arrest, however, is nothing compared to the drawbacks involved in being shot. These drawbacks are of a painful and permanent kind, involving complete loss of a character and his possessions. Death, in other words, is to be avoided – but you can never be absolutely sure when a guard is going to get trigger happy.

Guard movements and behaviour can be ascertained by careful note-taking and, together with mapping, this activity takes much of the first few hours of the game. Once you've sorted out the guard activities in each quarter (not difficult) you

▶ The Nazis lay low a person showing the current location of each of your characters. This shot was taken during the restoration period; you've managed to guide the British prisoner down in the courtyard. The other three are still waiting in their quarters.



▲ A map of the ground floor area of Goldim is included in the package. You'll have to map the real yourself - not a simple task!

An empty courtyard; a rarity. During renovation periods, the yard gives you access to several strategically important locations—getting in there at other times is very risky but sometimes necessary. The yard also yields the odd puzzle, such as the one where the three varying distances to distant doors.

Open access areas ➔ Include stairways, halls and corridors and are out of leases except during recreation times. Have you've got worried with a guard on the stairs: the staircases/stairways controls mean that you may have him away from the guard's direction.



Not on any given day, but, once you start in such a program, the challenge will keep you hooked for quite a while until you've cracked it. Then there's unlikely to be any incentive to return.

825

AMIGA

Capable, facile, easy, attractive, powerful—the words that describe the most advanced computer in the world. It's the elegant yet powerful Amiga. Capable of doing everything else you're likely going to need it for, particularly when you're making movies, the Amiga can give you the most expressive new way to express yourself. It's the power of the Amiga. It's the power of 16-bit.

RELEASE DATE THIS		
C64/128	£12.95/cd	IMMINENT
ATARI ST	£29.95	IMMINENT
AMIGA	£29.95	OUT NOW

The ST and Amiga versions come with The Cable Story book included. The C64 package includes a cassette reader. If you need it, call our price line.

The principle of the game is simple: explore the castle, co-operate with your companions, and escape. Your actions are subject to interference by guards (most of whom follow particular paths at particular times), locked doors and 'restricted areas' – i.e. all areas outside your own quarters. Things are made a little easier by the daily exercise break during which you are allowed in the courtyard and, by default, in all areas that might be used as access to it.

TAKING RISKS

Your first task is to map as much of the castle as possible per the ground floor, which is mapped for you in the documentation. This not only pinpoints possible tunnelling sites but also allows you to collect essential items ranging

can start moving your characters into each other's quarters - essential, since each has access to items that may be best used in other areas.

In the later stages of the game, you can start using more advanced tactics including impersonation, diversion, and 'stooging'. The latter (available on the Amiga and ST only) involves making one of your characters an outpost to give you advance warning of approaching guards.

Colditz is going to keep you busy for a long time. The drawback is that much of the gameplay in the early stages is repetitive as you build up your knowledge base and this could be enough to put the more impulsive player off. The rest of us are in play.

© Steve Cookin

THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD *Collection*



ROBOCOP



© 1989 GIGAWATT. ALL RIGHTS RESERVED. GIGAWATT IS A TRADEMARK OF GIGAWATT SOFTWARE.

GHOSTBUSTERS II



© 1989 Columbia Pictures Industries Inc. All Rights Reserved.

INDIANA JONES



TM & COPYRIGHT © 1986 by Lucasfilm Ltd. All Rights Reserved.

BATMAN



TM & COPYRIGHT © 1989 by Warner Bros. Inc.

AMIGA ATARI ST

ocean

**AMSTRAD
SPECTRUM
COMMODORE**

OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER M2 5NS TEL: 061 832 6633 FAX: 061 834 0650



Be still, reader, and hear my tale. The journey from the sin pits of Farningdon to the wastes of Wapping was long and fraught with great peril. Thanks only to my wit, courage and all-zones travelcard did I prevail. As I sat in the reception room at the mighty castle of the Bitmap Brothers I am not ashamed to admit that I did soil my undergarments. A dark-clad figure approached. "Greetings, Eric, son of Matthews", I offered, "Hail, ACE, and well met. Hast thou come to see our new games?" "Aye," I replied. "Then let us tarry not, the Gods await."

It's been a fair few months since the razzmatazz CES launch of Renegade. Born from the successful collaboration between the Bitmaps and Bomb the Bass for the music to Microsoft's Xenon 2, this new computer software label is an off-shoot from Rhythm King, home to such pop music luminaries as Betty Boo and S'Express. At last, the release of their critical first title is almost upon us.

IN THE THRALL OF THE GODS

Gods bears a strong (though it turns out to be superficial) resemblance to the arcade game Black Tiger (converted some time ago by US

Minotaurs, harpies, satyrs, gargoyles... and a little lad with much more than fluff-covered old boiled sweets in his pockets. The BITMAP BROTHERS reveal their forthcoming RENEGADE releases to ACE



The end of level 1000 is big and fat. Apart from this image you'll have to resist a giant living statue and a vicious minotaur.



Gold and jewels can be picked up from slain monsters and unlooted chests, which you can spend at the shops where at the end of each level. On offer are 1000 varieties of weapons (including magic as well as the more mundane daggers and throwing stars - you can carry up to three different weapon types at one time), restore health, and so on. Best is the faithful familiar who will fly around the screen, busily picking up your enemies and attacking them for you.



Up to 1000 varieties of weapons (including magic as well as the more mundane daggers and throwing stars - you can carry up to three different weapon types at one time), restore health, and so on. Best is the faithful familiar who will fly around the screen, busily picking up your enemies and attacking them for you.

SOUND AND MUSIC

The thing that first grabs your attention are their 'superlative' graphics (often the case with Bitmap games). As with Xenon 2 and Speedball 2 they're drawn by the very talented Mark Coleman.

The detailed 32-bit backgrounds scroll smoothly in eight directions at a speedy 12 frames per second - and this is on the ST. This and Renegade must have the drawing of a new age for ST owners: a word of good marketing tip.

As with Speedball 2 the music will be written by Station 12, while Shymon Rogers is responsible for the in-game sound effects.

Gold). Set in mythological Greece, you control a strapping hulk of a man on a quest to defeat the evil ruler of the Underworld. Your appointment with destiny will lead you on a trek through a ruined Greek city, a desecrated Temple and labyrinthine catacombs to the entrance to Hell. The four levels (each split into three sub-levels) are depicted in a distinct graphical style and feature increasingly tough and intelligent baddies to overcome.

The power behind the code is Steve Tall, who seems to spend a fair bit of his valuable time shuttling between his home in Newcastle and the Bitmap's Wapping HQ. Along with Eric Matthews, fellow game designer and founder Bitmaps, they've been working on the game for around a year now. From what we've seen it looks like all that effort has been well worth it. Gods should be hitting the shelves in the next couple of weeks.

PUZZLE POWER

Progress isn't achieved by just hacking your way through hordes after hordes of ugly critters. The only exit from each level is via a locked door,



The old double-barrel trick: by burrowing through the earth, you can unite the lemmings on the left hand section and then bridge your way to freedom. The angle of the bridge is vital. An error in your positioning will result in a lemming from the job in the left hand wall.



With only 18 seconds left on the clock, success is unlikely. At least you've avoided the Bandish trap. (That's the easy levels offer plenty of all this lemming, so you have a chance of escape routes. (Ah-haw)

LEMMINGS

Oignality, playability and excellent graphics? Too good to be true? Not in Lemmings' case. Psygnosis' latest is a complete departure from their usual straight-faced hard-nosed style. Although an entire disk has been expended on the opening sequence (some things never change), the rest of this incredibly playable and ultra-cute romp remains decidedly focused by Psygnosis standards. The aim of the game is simple, there is only one view of the levels, and the whole feel of the program benefits as a result.

Your aim is to guide a varying number of these obedient creatures through around 120 different levels of increasing difficulty. Depending on the nature of the level, you will start with an appropriate time limit and target percentage of lemmings to escort through the exit at the end of the level. Fail to save enough lemmings in the permitted time will result in an "encouraging" try-again message.

Control of lemmings is limited but varied. They will automatically carry on doing whatever they're doing unless they're told otherwise. At the start, as they pour (again, at a definable rate) through the dropdoor at the top of the screen, they will walk right once they hit the ground. And they'll

After months of hype and more demos than you can shake a stick at, is the Lemmings experience worth jumping at?

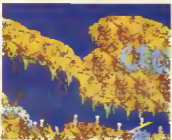
keep walking right until something stops them. If they just walk into a wall, they'll turn around and start walking left. However, lemmings are just as happy to walk off cliffs, into traps and through fires if they happen to come across them. And this is where the game comes into its own.

By clicking on an icon and then a lemming, you can endow him with a particular ability. You can make them dig, climb up, parachute down, build bridges, block other lemmings and explode.

Each level forces you to prioritise constantly. Some put the lemmings in danger from the very start but give you more time to plan your escape. Others offer little danger to begin with but have strict time limits. The levels are broken down into difficulty levels, ranging from Fun through Tricky, Taxing and up to Mayhem. A level with lots of pillars in the way set at Fun will probably be set with plenty of horizontal diggers. However, on Taxing setting, a similar stage will demand more thought, climbing over obstacles and digging backwards in order to make the most of each icon.

The charm of Lemmings is two-fold. The animation of the little characters and their behavior are both appealing and challenging, and the puzzles presented in the game will keep you thinking for a good long while. Unlike lots of puzzle games, the nature of the landscapes offers the chance to have a go at digging, climbing and bridging in most situations, rather than totally boxing you in.

Lemmings is a fine game. Although its appeal will inevitably wane once all the levels have been completed, the precision and control facilitated over each lemming is enough to make it worth playing anyway.



5
TTC
0

Immediate one-factor scores are impressively high. Does your computer have the little lemmings return to home and give you some basic facts to read with big numbers of lemmings, showing them down and spending them as, etc. (see numbers to the top)

910

AMIGA

Despite the fact that lemmings are not the most sophisticated game, its simplicity is largely down to the ease of non-verbal play. The control window is very simple, allowing you to control the lemmings with a few simple buttons. The result, too, is a lot of fun, lemmings with lots of "off" to show the first night and the first lemmings on the first night.

RELEASE DETAILS

ATARI ST	£24.95	Late February
AMIGA	£24.95	Out Now
IBM PC	£24.95	Late February

No other versions planned

BACK TO THE FUTURE III

PART III

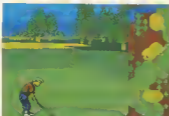


© 1991 Miramax Ltd © 1990 UCS & Amblin.

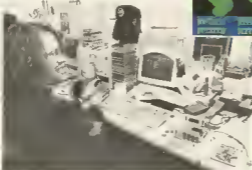
IMAGE WORKS, Irwin House, 115 Southwark Street, London SE1 0SW Tel: 071-926 1454 Fax: 071-583 3494

MEET THE GREMLINS!

The company that kicked off with a string of Tony Crowther hits in the early Eighties, then sank to an all-time low with *Federation of Free Traders* and *Masters of the Universe*, is now astonishing everyone by heading for the big, big time. What's going on?



Greg Norman's *Power Golf* has 3D (game projection accurate to 1 inch less than the width of a golf ball). Gremlin claim that the finished product is 11 times faster than instant 3D screen updates and different camera views for a 'ground, off-road' picture. The game is being developed by gremlin's Chris Harvey, Scott Gurek and Simon Blake, with graphics by The Magg...

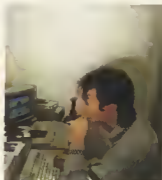
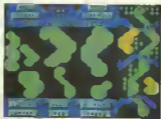


Chris Harvey: a programmer for seven years, once he did Atari? He "I definitely prefer programming consoles," he declares, "everything's already there - you don't have to write routines for everything yourself. The only drawback on the NES is the small amount of time you have for accessing the screen."

an Stuart reckons he's swept the gremlins out of Gremlin. "Time was when we'd release a game because we had to," he admits, "but those times are past. We won't bring out a product now unless it's absolutely 100%." Sounds like a load of bull, but here's a company who's not only pioneering some tremendous CD software (see our Little Devils feature in issue 41) but have also brought us a couple of superlative releases over the last few months.

Lotus Esprit Turbo Challenge, for example, is "the best pure-blooded arcade race game around at the moment" (says our David Upchurch, a man who keeps his finger on the stick); *Team Suzuki* was ACE Trialblazer for providing punters with the hottest bike action ever; *Toyota Celica GT Rally* was slightly flawed in the speed stakes but was otherwise superb - titles like these would keep many software houses happy for a couple of years, but Gremlin have been driving them out onto the tarmac at a relentless pace.

Gremlin aren't just turning out computer hits - they're also putting the boot into the console market. They've nearly finished *Greg Norman's Power Golf* for the NES and - as you can see elsewhere on these pages - are also putting games onto the Game Boy and PC Engine. ACE braved the winter snows and a seven hour train journey to find out what's going on at Sheffield. This is what we found...



Ashley Barnett has a tough job - making the C64 version of *Lotus Esprit* live up to the reputation it acquired on 16-bit. It's "very difficult," he agrees, mainly because of the speed of the machine. What he had on-screen, however, looked promising - and surprisingly fast.

RAISING THE FLAG

Flag is currently under development and as yet there are no screens we can show you. However, it's already showing a lot of promise.

First, the scenario has a simple basis: you must capture the flag of your opponents' village. This is built on with strategic and historical considerations as you manipulate the lives of 50 different villagers through the ages, developing military and commercial expertise and strength.

The game features some superb graphics in the early versions, with buildings showing clearly the change in architectural style in the village through the ages. Definitely a project to keep an eye on - stand by for a future ACE report.



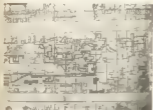
Best of all, CAME (the last) has a powerful colour designer option - so you not only get 25 pre-defined colours but the ability to design at many more as you like.

If you want to be a programmer, perfection is the most important virtue. Just if Gremlin.



Flag features a multi-player option for up to four players. You get more role types than most other games as well, together with variable levels of interaction, multiple computer opponents and three skill levels.

Alas (right) and Barrie (far right) putting the PC into the PC Engine. Thanks to their (very slight) - and the power of the machine - this conversion promises to be something quite special - which is just as well because NEC were adapted (especially as an official software manual). You can hear Alas was lyrical about the PC Engine on the ACE Interactive Phoneline beginning March 8th.



Just one portion of Barrie's vast map for (especially as) the PC Engine. If you can crack this, you're hard...



Alas's NEC development system makes developing for the machine a doddle. Well, almost. It's just a huge box of RAM is capable. I write the source code using a wordprocessor on a PC, compile it, and then send it down into the box, which then exactly like a vast cartridge. I can then play it on the PC Engine in front of me...

BUILDING UTOPIA

Grimm are currently developing an advanced world management game, provisionally entitled Utopia. Your objective is to create the ideal society on a planet featuring outposts of alien civilisations in competition with your own.

In your struggle to evolve society, you can influence everything from the birth rate to military budgets. Depending on which path you follow at any time, different inventions may be conceived, different conflicts entered, and different outcomes encountered.

There are over twenty different facilities you can install for your population, ranging from workshops to missile launchers and sports complexes. During your evolution, you'll encounter up to ten different alien races, each of which is tougher to overcome and employs more advanced technology.

Watch out for more news of this and screenshots of the work of programmers Graham Ing and Robert Gack in a later ACE issue.



If I had to put money on one UK software house today, I'd put it on Grimm. High praise indeed from the head of another major UK software house who naturally wished to remain anonymous!



Programmed on the PC Engine. Smooth scrolling, pretty, and universally playable.



Looking pretty, thanks to the PC Engine's graphics capabilities and Barrie's draughtsmanship. Programmed on the PC Engine. Smooth scrolling, pretty, and universally playable. The PC Engine can run 512 colours on-screen at once and programme frequently puts up at least 480.

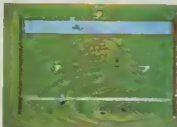


Grimm are also developing Mindbenders - a previous 16-bit release - for the same big. The conversion features over 120 screens and is currently keeping the Grimm game system busy - as you can see here. Grimm's Game Day development system allows instant switching between programming and playtesting.



0839 121105

Check out the ACE Interactive Phoneline this month and you can hear Ian Stuart, boss of Grimm, giving his views on the future of the industry, and PC Engine programmer Alas Davies waxing lyrical about the power of the NEC machine. Don't miss it! The line will be on-line from March 8th.

Visit Garden the World
Styleme

MUDS

Ghold - land of The Guardian reader? Rather than incarcerate its criminals (that's bang them in the slammer to you), they're sent out into society to prove their worth doing menial tasks such as sewing mail bags, breaking rocks or, if they can pass the rigorous physical - entertaining the law-abiding populace by playing that Mean Ugly Dirty Sport M.U.D.S.

You've travelled to Gorden, a small and less than prosperous town nesting in the far south-west of Ghoid, to coach its ailing M.U.D.S. team and bring glory to the citizens of Gorden.

At the start of the game you're presented with a large map of Gorden. You can visit various locations in town by clicking on them. First thing is to find a hotel to put your team up in. Then you can review your team's stats, heal injured players, buy or sell players in the slave market, check out your finances at the bank and, if things look grim, borrow money from loan sharks.

Soon you'll want to test your team's mettle in the stadium. Each team consists of five players: two defensive, one midfield and two attackers. Before the match you can juggle your reserves and set up your optimum team. You can set a player's style, i.e. aggressive, offensive, defensive and tactical, and when not under your direct control they'll behave accordingly.

The playground is a vertically scrolling pitch, at each end of which there's a thin shark-masted mast and a wooden pot. Points are scored by pating Flocks, small flightless and exceptionally stupid reptilian birds, into these pots. After seven Flocks the team with the most points wins. Players can also win by taking enough opponents out of play and bringing the team's number below the legal minimum.

There are two control methods to choose between: personal control of player nearest the Flork or select the player with a cursor. Although the first method will be the one most familiar to most, the most enjoyment is ultimately reaped from the second due to its flexibility. Control is by keyboard, joystick or mouse (the

Throw a Flonk today - you know it makes sense - in RAINBOW ARTS' fantasy sport sim



RELEASE DETAILS		
AMIGA	£24.95	OUT NOW
ATARI ST	£24.95	OUT NOW
IBM PC	£24.95	OUT NOW

AMIGA	£24.95	OUT NOW
ATARI ST	£24.95	OUT NOW
IBM PC	£24.95	OUT NOW

latter is recommended, especially if using the second control style.

A large arrow indicates the player under your direct control. When in possession, you can throw a Flonk by holding down fire, moving the Crosshair that appears to where you want the Flonk to land, then releasing fire. Control automatically switches to the player nearest the downed Flonk. (In the second control mode you can switch between players in a similar way.)

Tapping fire causes your player to attack the nearest opponent. (In the second control method the same action causes the Flunk to be passed

to your player if you're not in possession or near an opponent). Tapping fire twice will make you player to beat up the nearest opponent. Indiscriminate thumping may result in the ref calling a foul.

At first, play is pretty frustrating. There's an 'Action' option to get straight into the game but this is no Speedball or Kick Off; play is substantially slower and control takes quite a while - perhaps a little too long - to get the hang of. However, perseverance proves that this slower pace allows more opportunity for planned and subtle play, which is very satisfying when mastered.

The full 'Campaign', where the team management elements come into play, adds a huge amount of depth as you take your team traveling around the towns and cities of Ghold in search of game and fortune. *M.U.D.S.* will definitely not appeal to everybody, and you'd be well advised to give it a good try out before you buy. But do give it time - the game's a lot more fun than first impressions suggest.

David Lischanski



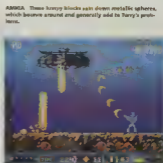
Yeah, it's like a cattle market. Scroll through the beefy beauties on offer using the arrow buttons and find out the stats of any you fancy by clicking on the "I" panel.



the Garden boys. When you're fixed up across lodgings you can review your team: Clicking on a player brings up a sheet up a sheet indicating their strengths and weaknesses. Few players can be sold at the same moment.



Wency & couple of jays down the path? Because players always hang out at the terrace. This is the best place to get inside info on any upcoming games and post holes before or after opposing players. If you feel up to it why not start a brawl and try to weaken the opposing team like that? The downside of this approach is that the local police will arrest certainly first you and may even imprison one of your players.



AMBLA Those kooky blocks **eat** down metallic spheres, which become armor and generally add to Terry's protection.

ADD-ON - The end-of-world Zynoidity is fast and deadly. It bounces left and right across the top of the screen, pouring massive laser beams and missiles on poor Terry covering up at the bottom of the screen. Blast weapons slow, one thing:



TURRICAN II

The original *Turrican* was arcade-perfect frenetic fun. Can RAINBOW ARTS' sequel possibly be better?

The trouble with being a hero is that you're expected to be one all the time. You do something brave and bold and rather than being allowed to take a well-earned rest on your laurels you're cajoled into saving the Universe all over

Take Turrican, for example. Five years ago he saved us all from the dream demon Morgul and now he's asked to do the same all over again, this time against a rogue battle computer with ideas above its circuits. Perhaps if he succeeds this time they'll leave him in peace. Mind you, if he fails he'll be left in pieces.

So what's the job? Basically Turry has got to root around five planet's worth of platforms and ledges, split into 12 levels. Along the way Turry has to destroy any alien scum he meets, ultimately confronting a massive end-of-world guardian. Having killed this meany he jumps into a spaceship for a danger fraught trip to the next planet.

Turly starts the game with a single-shot gun firing left or right. However, holding down fire reduces a long-range beam weapon which can be rotated a full 360 degrees. Pulling down and pressing fire drops a mine. Pressing the space bar sends two fire waves sweeping across the screen, leaving devastation in its wake - but be warned that supplies are limited. Pulling down and pressing space turns Turly in a spinning spiked ball that can whizz left and right, destroying all in its path - this is particularly handy for getting through cramped tunnels.

Invisible blocks (revealed by pumping a shot into them) and secret passageways and rooms contain bags of bonuses to be picked up, like temporary shields, multi-way fire, wide-blast lasers, energy restorers and extra lives - you know the score.

As with the original Turncan, the basic plot may not be much cop, but the implementation certainly is. The scrolling is fast and smooth, with some gorgeous parallax (yes, even on the ST occasionally!). Sound effects are good too.

[illegible]

with some suitably punchy tunes to back the on-screen action. On the Amiga there are voice samples telling you which bonuses you've just picked up. The sprites are great - they look good and move with frightening speed and intelligence.

There are loads of great little graphic touches. The gushing waterfalls, rope bridges bending under your weight, trails of air bubbles left by the underwater aliens and Turry's frozen breath when on the ice world are just a few examples of the marvellous attention to detail.

But this technical excellence would count for naught if *Turrican II* played like a brick, but it most certainly doesn't. The game's supremely playable, and although it gets very tough at times it's never so so bad that you want to give up - if anything it reinforces the urge to have another go.

The magic is back? Too right it is!

● David Uechiuchi



ATTENTION: Hidden blocks are only released by a lucky shot. Pumping shells into the blocks make enemies drop out. Collect them before they float away.

EXILE-ENT

STRANGER IN A STRANGE LAND

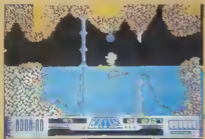
AUDIOGENIC may have been a little quiet of late, but they certainly haven't been idle. ACE looks at two of their forthcoming games.



The start of the mission, and you discover the deserted hulk of the colonists' starship. The graphics were red even just before ACE's visit, and some of the graphic blocks don't quite line up as yet, but everything will look like *Top Gun* Exile's eventual release.



The macho voice traps cause no end of trouble by leaving you alone. Some will be in possession of useful items which they'll hand over if you give them a hand to get.



The pinches will not put you after if you try to swim in this pool, but with the aid of this lift you can move in safety.



An early problem. There's a door pass to the Plasma, and naturally you're somewhat sceptical as to first. Luckily you've found an empty tank, which can be filled with water from a pool and then left on the hatch above the fire. Pressing the button opens the hatch and drops the water on the fire. Thus putting it out.

RECKLESS WRECKERS

Maid! Maid! Your ship is under attack from hordes of hostile alien blobs. The plasma pests stick to your hull and gradually seep through. Once inside they go on an orgy of destruction - if the damage level gets too high the ship will explode (which is not good).

The ship's computer automatically senses that something's gone wrong and detects one of the three human crew from cryogenic suspension to deal with the crisis.

If you're quick you can try and nip the attack in the bud by manning the space hoover, which can suck up attacking blobs before they hit the station's hull. If this doesn't work you can don your spacesuit and fly around the outside of the ship, trying to mop up the blobs stuck to the hull. Should they get through you'll have to take the more dangerous option of re-entering the ship and blasting the aliens face-to-sucker.

Luckily, you are not alone in your task - you have three 'droids at your disposal, each of which can be programmed to go to different parts of the ship and help clear the aliens. More robots (up to 10 max) can be built in the labs, but this takes time.

If your crew member's life energy drops to zero he gets taken over by the aliens and becomes a giant indestructible marauding blob, which makes things pretty tricky for the next defeated crew member. But pity the third and final crewman - he's got to face two of them!

Wreckers marks the welcome return of Denton Designs, famous for writing one of the first ever coin-driven adventures (*Shadowgate*) and such arcade-style blasts as *Mutants*, and should be out on Amiga and ST around the same time as *Exile*.

Far out in deep space, colonists on an alien planet have stopped transmitting reports back to Earth. Something is wrong, and as the only space traveler within several lightyears of the colony world, it's up to you to investigate. Thus begin your adventures in *Exile*.

With the aid of a jetpack, you have to negotiate a labyrinth of caves. Control is akin to *Asteroids*: simple rotate and thrust. Weapons can be picked up to help you combat the plethora of xenomorphs and 'droids you'll encounter.

"Hmmm," you're probably thinking, "Sounds a bit like *Thrust*!" and you'd be right. However, these similarities are not surprising considering that Jeremy Smith, author of *Thrust*, wrote the prototype C64 *Exile*, with Peter Irwin (responsible for the excellent BBC game *Starship Command*) remembering that he's helping out on the Amiga and ST versions. Peter reckons that all told they've spent around 4 man-years working on the project.

Jeremy and Peter have spent a lot of time refining the game's movement routines - all objects and creatures have mass, inertia, dynamics and even buoyancy (for underwater behaviour), and move accurately in the gravitational environment.

However, the game is far more than just another rotate, thrust 'n' blast affair (although this forms an enjoyably substantial part play). Real progress is only achieved by solving puzzles and completing tasks, the depth and complexity of which make the game akin to an adventure.

Games can be saved - which is just as well, because the map area is a huge 25 screens wide and 32 screens high in all. Peter says that it takes him around six hours to complete the game knowing all the puzzle solutions.

Exile is one of those games that may not look like much from the screenshots but plays like a dream. The action is fast and smooth, while the puzzles add depth to the basic formula. It's a game that deserves success - look out for its release in the next few weeks.



A robot on the way to the destruction programmed by you. They'll take the shortest possible route to get to where you want them, including using those gravity lifts.



Zeroing the alimbath at close range - this is when you are at your most deadly and most vulnerable.

THE 1990 ATARI ST PRODUCT GUIDE

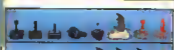
PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



SCANNERS



PRINTERS



DISK BOXES

ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST

AND ITS FREE!

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated	80030 Processor	General Computing
Software - ENTERTAINMENT:		
Archie Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
ACTION! THE COUPON NOW!

**COMPLETE & RETURN
THE COUPON FOR YOUR**

FREE COPY

**OF THE 1990 ATARI ST
48 PAGE PRODUCT GUIDE**

FROM SILICA SHOP - THE ATARI SPECIALISTS

Since we are the UK's No 1 Atari Specialists, we have been established for over 12 years, and have an annual turnover of £1 million. With our experience and expertise, we can offer you the most complete requirements with an accompanying write to a second to none. But don't just take our word for it. Complete and return the coupon, we'll send the Product Guide and begin to experience the "Silica Service".

SILICA SHOP

MAIL ORDER: 1-4 The Meadows, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
LONDON BRANCH: 52 Tottenham Court Road, London W1P 0SA Tel: 071-580 4800
LONDON BRANCH: 52 Tottenham Court Road, London W1P 0SA Tel: 071-580 4800
LONDON BRANCH: 52 Tottenham Court Road, London W1P 0SA Tel: 071-580 4800
LONDON BRANCH: 52 Tottenham Court Road, London W1P 0SA Tel: 071-580 4800

To Silica Shop, Dept ACE-04/91/37, 1-4 The Meadows, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Name: _____ Initials: _____ Surname: _____

Address: _____

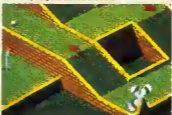
Postcode: _____ Tel: _____

Which computer(s) do you own? _____



The Pin Table Wall flippers, read gravity and real frustration. Bounce the ball around to get some points before exiting top left.

The Fans. After putting the ball, you activate the fans by frantic tapping on the controller. These blow the ball at around the course, hopefully into the hole at the end.



Zany Golf on the Amiga was a welcome antidote to the plethora of heavyweight golf-sims available for the machine. Its cartoon graphics and ease-of-use made it an ideal pick-up-and-play product.

The Megadrive version, with instant cartridge loading and top-notch graphics capabilities should be even better. Unfortunately, it's a mere shadow of its former self.

The aim of the game is to pot your ball in the hole at the end of each course, just like in "normal" crazy golf. Each course has a particular feature which in most cases - turn the play area into a vaguely nightmarish place, like something out of the Twilight Zone. A jumping hamburger conceals the hole on one course, fans blow the ball around another and one whole level is played on a grand pinball table.

By clicking on the ball using a definable button you can then drag the cursor away using the keypad to determine the strength of your shot. As the cursor moves away from the ball, a dotted line will appear between the two. Once you let go of the button, the ball will shoot off following the line of the cursor. You are entitled to a certain number of shots at each hole, depending on the difficulty level you have selected.

The ball bounces off walls and obstacles, and follows natural forces like gravity and inclines around the course.

Graphically, Zany Golf is pretty good, although it looks a little foggy around the edges. The animations of the features such as the hamburgers and windmills are well drawn, but the beautiful intro-screens (admittedly a distraction from the

500

Actual score on the Megadrive. As this is a single test, the score is not guaranteed. And although the game of the graphics are impressive enough to hold your interest for a while, you'll still get bored after you've played through a handful of levels. However, with a decent load monitor and perhaps some heavy editing.

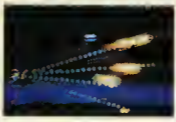
RELEASE DETAILS

MEGADRIVE £34.99 OUT NOW

At other vendors please

GYNOUG

Mythical hi-tech blasting anyone?



The action-packed in-between stages and scenarios from Gynoug make Gynoug good to look at, but less fun to play.

Gynoug is a peculiar game. It's basically an archetypal left-to-right scrolling shoot-out with absolutely all the features and qualities you'd expect. However, rather than piloting an atomic-powered starcruiser with plasma controls and retro lasers, you take control of a little man with wings and a lion-cloth.

Doesn't really sound like the makings of a worldbeating shoot-em-up does it? Gynoug, despite its laconic interest is about as run-of-the-mill as the corn. Other than storyline riddles and some innovative graphics touches - the character flies quite well and there are some pretty background details - it's exactly the same as about half of all the other shoot-em-ups on the Megadrive.

Once intro setups and options preliminaries have been dealt with, your hero appears on the left hand side of the screen, flapping his wings. While you get an impression of some pretty decent graphics, the nature of the gameplay doesn't really give you much of an opportunity to sit back and appreciate them.



Multi-directional fire is full effect! Depending on which power-up you select, your fire can be switched around.



The end-of-level guardians from Gynoug are certainly not very help of your Super Weapons in as possible NOW!

ZANY GOLF

ELECTRONIC ARTS convert yet another successful Amiga title onto the Megadrive...

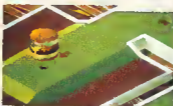
disk access on other versions) have been removed. Instead you are presented with a miniaturised picture of the next course and some tips.

The amount of control afforded by the cursor is frankly limited. Quite how much blame can be apportioned to the fact that the keypad is considerably less precise than a mouse is uncertain. However, a far better job could have been done. The cursor is sluggish and jumps around in awkward steps. It's difficult to gauge your line and you end up wasting vital shots.

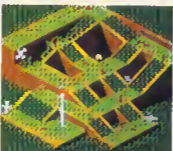
As a result, rather than being a slightly therapeutic and relaxing experience, Zany Golf is an annoying game, lacking long term enjoyment and only succeeding in infuriating the player.

Zany Golf on other machines was thoroughly enjoyable because of the pleasing controls and speedy response. Since the Megadrive features neither of these, you'd have to be a real golf-nut in order to glean much enjoyment from this release.

■ Richard Evans



The bountiful hamburger is a tricky opponent. By tapping the control pad, you force the hamburger to move.



Oversee one of the next screen pictures when you can look forward to them after a useful tip too.



The bountiful hamburger is a tricky opponent. By tapping the control pad, you force the hamburger to move.



The bad guys come in many forms. The feeling of enemy onslaught is pretty good.

The best part of *Gymoug* is the non-stop frenetic action. From the word go, there's a whole lot of killing to be done. Literally hundreds of aliens swarm across the screen in enormous waves of fast-moving colour. Some of these waves are really quite impressive to look at. In particular, there's an onslaught of orange flies which light up the whole screen as they whizz past. In situations like this, you do get an impression of really coming under fire. It's a nice change to feel vulnerable, even when powered up to the max.

The powerups themselves come in two styles. You can increase your fire-rate and switch its direction with one type of pick-up and enhance your 'special weapons' potential with another.

When facing end-of-level bossmen, it's well to be in possession of a decent power-up, lest you perish in a ball of fire.

Speed-up characters will hasten your movement around the screen and thanks to some precise motion code, you can position your alter-ego virtually anywhere on the screen.

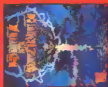
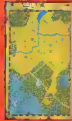
Gymoug is a perfectly technically respectable shoot-'em-up, with a couple of nice visual add-ons, and with some more varied game play. It could have been a winner. As it stands, it doesn't stand as a worthy addition to the catalog but the most basic catalogue.

■ Richard Evans





A KNIGHT TO REMEMBER



A blend of fantasy role-playing, adventure and combat simulation set in a richly detailed world of mountains and rivers, villages and cities, castles and ruins of Medieval England. Knights and lords, wizards and clerics of the court of Camelot are yours to befriend and command. Interact with peasants, warriors, maidens, robbers and bandits improving their abilities and skills as you go.

you go
features:

- More than 2.5 megabytes of dazzling graphics
- Powerfully orchestrated sound-track
- 16 screen scrolling map of Arthurian Britain
- Zoom from map level down to individual towns and cities
- Hundreds of hours of play-time
- PC version supports Roland MT-32, Creative Adlib and CMS sound boards

Available on:

- IBM PC (VGA, MCGA, Tandy, EGA) £34.99
- Amiga (1 megabyte only) £29.99
- Atari ST (1 megabyte only) £29.99





A breakdown of the alien abilities yield important information which can be used in combat.



Once you get close to the alien during the contest of sequences, you will be presented with a magnification of the action. The game plays a bit like a cross between Thrust and Asteroids.



moving moved further away from the enemy craft, the star expands to encompass both ships.

STAR CONTROL

ACCOLADE put space combat/strategy games back half a decade...

After playing *Star Control* for a short while I read and re-read the manual to make sure I hadn't missed something. Why? Because I couldn't believe that the joystick I was holding was attached to an Amiga, while the game on the monitor in front of me looked like something you might expect to have seen on the C64 about five years ago.

Unfortunately further play confirmed my worst fears; *Star Control* is almost totally devoid of long-term playability, and, in places, the presentation is dire.

Although *Star Control* is described as a combat and strategy game in a space setting it should not be compared to the likes of *Elite*, *Federation Of Free Traders*, or *MicroProse's* recent *LightSpeed*. Those games use sophisticated 3D systems and operate in real time rather than on a move-by-move basis. *Star Control* offers tacky two-dimensional combat

sequences that look as if they've been borrowed from an early Eighties coin-op, with sound effects to match. The strategy element operates in a manner similar to many wargames - each side takes turn to issue a sequence of orders.

The basic premise behind *Star Control* is that Earth and other planets in the Alliance of Free Stars are under attack by the Ur-Quan Hierarchy (a group of malign multi-syllabled and unpronounceable alien races). Rather than sit back on its overfed haunches to become part of an Ur-Quan barbecue, the Alliance gets its act together and heads out to meet the oncoming threat.

This not only involves flying the occasional Ur-Quan ship, but also building mines, fortifications, and colonies, while destroying similar alien establishments.

Before plunging headlong into a full game, prospective pilots are given the opportunity to practice combat using any of the available craft (each of which has its own handling characteristics and firepower). This is also an opportunity to review the capabilities of the vessels so that you know exactly what you're up against in the real thing.

If you're still not all that keen on trying your hand at the strategy game then there is a combat-only game in which you can get straight down to the business of ventilating enemy craft.

Eventually though, you won't be able to resist the temptation to try your hand at giving orders to those cute little units, all of three or four pixels across, and watch with trepidation as they zoom across the screen to meet another tiny blob of colour. To be fair, though, the minuscule graphics are almost compensated for by some very attractive 'animated re-enactments' when, as the manual puts it, 'something exciting happens'. The

question is, does any games player worth his salt really want to plough through the tedium just to sample the delights of one or two animations?

On the plus side, *Star Control* comes with two editors, one to configure the keyboard, and another to modify the nine scenarios built into the game. But these are small consolation for the inevitable disappointment of many of the gamers who will part with hard-earned cash for this game.

● Laurence Scotland



The qualities of each ship can be examined before selection. Depending on the aliens you are about to face, you can choose the optimum craft.

5
0

530

AMIGA

RELEASE DETAILS

AMIGA	£24.95	OUT NOW
ATARI ST	£24.95	IMMINENT

No other versions planned

SUPER MONACO GRAND PRIX



A potted road, and you can never tell where the car in front is about to move. Note the useful rear-view mirror above the main screen.



A juddering screen: the wheel also lies in your hands and the car seems solidly into the trackside obstacles. Strive to stay off the front of the car, and you realise your racing days are over.



Pull on your helmet and tackle in this Formula One challenger from US GOLD

Does the world really need another Formula One road racing game? With titles like Lotus Esprit Turbo Challenge, probably the best 16-bit racer available at the moment, you would think it would be difficult to come up with anything, even slightly better.

Super Monaco Grand Prix can't be accused of not trying. From the graphics to the sound, the speed of animation and the intro screens, it's high quality throughout; whatever you think it takes pole position must be very much a matter of personal taste.

Based on the Sega car-op, the game opens with a bouncy theme tune and a welcoming young lady in a light swimming costume, followed by a nicely digitised pic of your racer, a page of engine specifications (very useful) and a course map.

Before racing you have a choice of joystick or mouse control: you can set the mouse sensitivity by moving it to its far left position, holding down the left button, sliding it to the far right position and releasing. I found this game pretty easy to control in either mouse or joystick mode, control is logical (left, right, forward to accelerate, click/two to change gear), and response is fast and accurate.

There are also three gear change modes: automatic four-gear, manual four gear, and the

most challenging and authentic, manual seven-gear. You get more engine power in the more difficult modes.

The main display features a rear-view mirror at the top, together with the name of the current course (of which there are seven). The main area shows the usual cockpit-view with the front half of your car, your arms and the steering wheel. At the top right is the RPM counter, but rather than concentrating on that you can judge your revs from the engine sound. There are also various lap counter and lap time position displays.

You have to complete a qualifying lap on the preliminary course before entering the competition proper. There's a time limit outside of which you won't qualify at all, but you will get the consolation of having another lady in an even tighter swimming costume informing you of your failure.

Once you have completed a qualifying lap and taken your position on the starting grid, the competition heats up. Scrolling is pretty smooth and plenty fast, background and roadside details are large and well-defined, and the other cars are well depicted.

Actual performance is very realistic; you can bash and smash your way to some extent - ever scrape along the roadside barriers - but any major impact and you'll find bits of your car flying in all directions, and your Grand Prix career coming to a sticky end.

Your performance, of course, is expected to improve as you progress from one track to the next, for France you have to qualify 7th or higher



One of the mazes that the hinderer monster monsters attack more quickly and viciously, and there are more traps to face.



Read through the background to Warlock the Avenger is a captivating world where you are plunged into the magical world of Belom, where the lone hero Saran's battle against the evil wizard Acamantor ended in ultimate defeat. But help is at hand, in the form of an ancient warlock who vows to enter Acamantor's tower, defeat the four demon guardians and finally ice Acamantor.

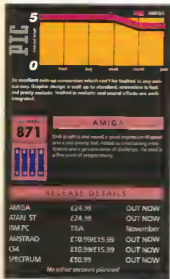
But once you get past the pretty loading screen and sinister atmospheric music, you realise this is a 'tribute' to Druid.

Druid, an ancient 8-bit title, was quite well received in its day, but apart from improving the graphics and sound, Warlock the Avenger adds very little to the original concept. Basically it's a cross between Gauntlet and Pacman, as you steer the Warlock around a series of mystical mazes, fighting off monsters and scolding out the entrances to later levels.

for Brazil 5th or higher, and so on up to the final in Monaco. To add a small random element to the game, there's a small chance that any given track will be well, which makes driving much more hazardous.

The best that can be said of Super Monaco GP is that it's a good all-rounder, sound effects are well integrated with the action, there's little unnecessary flash and the racing sequences are fast and accurate. It's well up with leaders.

● Chris Jenkins



WARLOCK THE AVENGER

Go back in time with **MILLENNIUM's** magical arcade adventure, which might stir horrible memories...

The mazes, shown in a form of pseudo 3D, are colourfully-designed but repetitive, scrolling smoothly as your warlock loddies around, various monsters such as ghosts, beetles, skeletons, snakes, devils, wraiths and "ratsacks" (which look like piles of blanchmange) shuffle towards you, and you will soon become sincerely fed up with shooting them.

Around the maze are dotted chests which the warlock can open simply by standing in front of them. The chest screen shows you a pretty graphic of the contents, and you can choose from a number of spells found inside: water spells, fire spells, lightning bolts, and so on. These can be used against the monsters of the maze, the stronger monsters needing several shots to destroy them.

Rarely, you will find more potent spells such as Golden, which creates for you an impervious

clone which follows and defends you, and Chaos, which is needed to see of the guardian demons.

The warlock's constitution is shown on an energy bar, and is depleted by contact with monsters, water, or poisonous tiles. Standing on Pentagrams of Life or Energy Carpets will replenish your energy.

Now, all this would be fine if we were talking about an 8-bit game, or even a budget 16-bit game. But this is an aged 8-bit game masquerading as a full-price 16-bit title, and very little effort has been made to get it up to standard. As far as I'm concerned the land of Belcon can go hang - Acarnantor's welcome to it.

● Chris Jenkins



MiG-29

F U L C R U M



The Soviet Union has produced the finest air superiority fighter in the World.

Now Domark give you the thrill of flying the formidable MiG-29 Fulcrum on your computer.

Prove your skills in a series of gruelling missions based on real life scenarios.

MiG-29 Fulcrum - the ultimate experience in combat aviation.

ONLY THE MiG-29 FULCRUM SIMULATION OFFERS:

- ✶ Full force aero model
- ✶ Ergonomically optimised controls
- ✶ Actual instruments and avionics
- ✶ Accurate modelling of high g-effects on pilot, including simulated black-outs
- ✶ "Expert-driven" combat systems
- ✶ Unique missions featuring real world scenarios



Programmed by Sims Ltd.
Software, instructions, artwork and Packaging ©1990 Domark Software Ltd.

MiG-29 photographs courtesy of John Lake/Chapman Publishing ©1990

Published by Domark Software Ltd., Ferry House, 31-37 Lacy Road, London SW15 1PR Tel. (081) 780 8024.
Available on Amiga, Atari ST, IBM PC 3 1/2" & 5 1/4" Amiga, Atari ST, IBM PC screenshots.

The most realistic high-g fighter simulator for the home computer.
John Lake, Test Pilot
Chief Test Engineer
at Home Office, 1000000

Everyone agrees that CD-ROM is going to dominate the games business in the next couple of years. But that's all everyone agrees on. To understand how and why CD-ROM is likely to affect your gaming you need to know not only what technical issues are involved, but also how these issues are being addressed by the hardware and software manufacturers. We've summed up the latest state of CD play for each major machine and answered some of the most frequently-asked questions about CD-ROM technology.

Read this and join the experts – most of whom will know even less about CD-ROM than you did before you started reading.

AMIGA

Amiga owners, as most people are aware, could find themselves leading the CD revolution following Commodore's development of CDTV, full details of which were printed in ACE 34. CDTV is basically an Amiga with a CD-ROM attached, together with some firmware that offers CD-audio control and CD-ROM management.

CDTV, despite earlier reports, does not interfere with data (see the Q&A panel) and does not provide any data decompression as CD-ROM XA and DVI do. This means that you can't have yet actual interactive movies, chess, but you do get greatly enhanced audio and, on the face of it, a more powerful unit than CDI currently promises to be. Although Philips claim CDI will feature full-screen, full-motion video when it is finally released.

It would be a great mistake to underestimate the impact of CD-quality audio (especially human speech and increased data storage for games and entertainment. In particular, expect to see some impressive Cosmic Osmo-type software on

CDTV, not to mention numerous hefty educational packages and fantasy adventures. Arcade fans will also get the sound effects and number of levels they've always wanted.

Existing Amiga owners can upgrade using the CD Drive unit offered by Commodore, but expect to pay around £350, though the price has not yet been officially fixed (and neither has the launch date).

ATARI ST

Atari was one of the first companies to flirt with CD-ROM, promising ST owners an official CD-ROM upgrade that never materialised. It would be very surprising if Atari did not provide this in the very near future and, following the price reduction on the STE, an Atari CD system could be good value for money, providing that the company developed a firmware cradle for the whole system – a CDTV.

You could, in theory, attach any standard CD-ROM drive to an ST, but the benefits of doing so would be negligible since there is no (to our knowledge) ST CD-ROM software. ST owners for the moment, must play the waiting game...

PC AND COMPATIBLES

All machine owners, PC buffs are already in a position to go CD. There is a wealth of PC CD-ROM software, though the number of different hardware configurations may create incompatibility problems in some cases.

In the States, both Tandy and Headstart produce CD-ROM PCs and, most significantly, there are signs that IBM themselves are about to produce a low-end CD-ROM system – possibly built around the Fujitsu FM Towns (see the entry on the Towns itself).

Sierra, who incidentally pioneered EGA graph-

ics games, are heavily promoting CD-ROM and other games manufacturers are beginning to follow suit. Sierra CD titles represent a significant improvement over their floppy disk counterparts and the company are planning to launch their own CD-ROM upgrade kit at a price of around £400, including several free software packages. According to the recently established Sierra UK office, this upgrade will be offered in the UK as soon as it is available in the States, which should happen later this year. This could be a bargain.

PC owners with money in their pockets will also soon be able to benefit from DVI technology (see Q&A panel), since this was developed by Intel and is geared to PC systems.

FUJITSU FM TOWNS

This expensive Japanese machine would not normally merit a mention here but for a recent announcement of a joint venture between Intel and Fintek that has prompted widespread speculation that the Towns may form the core of a new low-end IBM home-CD system.

This is not as silly as it sounds because the Towns already has a reasonable degree of PC compatibility. Despite having a low user base in Japan of around 80,000 machines, the Towns has a high profile because of its powerful graphics modes. It has also attracted a huge range of Western developers, producing exotic CD versions of games ranging from *Dungeon Master* to *Afterburner*, because the machine offered a cost effective way of gaining CD-ROM development experience.

Incidentally, the weakest link in the Towns system is probably the CD itself. Early versions had a truly appalling transfer rate of around 35K a second, which, together with a rather clunky OS, could mean waiting eons for games to load. More recent models are much sprightlier, but the Towns remains a flawed machine, despite its attractive styling and excellent displays.

8-BIT MACHINES

There are currently no plans to develop CD software for any of the 8-bit machines. Looking on the bright side, if you're still hanging on to your C64, Spectrum, Amstrad, or Orc Atmos, the advent of a good CD system could be the first major increase in games functionality since the Amiga and provide the incentive you've been waiting for to upgrade. You won't be disappointed.

ON YOUR CONSOLE?

Although there is absolutely no comparison between CD and cartridge in data retrieval performance terms, there is also no comparison between them in terms of manufacturing cost – CD wins the latter hands down. Not surprising then, that console manufacturers are very keen on CD technology.

There is no CD set-up for the NES system (or for any of the other 8-bit consoles, with the exception of the B/16 bit PC Engine). However, we have very high expectations of the Super Famicom's potential in this area.

That's because Sony and Nintendo have already announced that they are jointly developing a CD unit for the Super Famicom, for launch later this year in Japan at a price of under £400. Supported by the two giants in the games and CD fields respectively, this unit could have awe-

LASER LESSON

When will CD games hit the streets? How much will they cost? Can your micro handle them? Should you rush out and buy a CD-ROM drive? Our summary of the current state-of-CD-play sheds some much needed light on the prospects for laser gaming...



some powers. Unfortunately, there is already one very fat bug in the lettuce. The

Sony/Nintendo unit is reported to be incompatible with CD-audio, if this turns out to be the case then these companies will be delivering a terrible blow to the consumer purely for the sake of greed – by producing a proprietary CD system, they will maintain control over publication, development, and profit. So once again the consumer loses out. Hokeyy

The PC Engine already has a dedicated CD-ROM unit and a good deal of software on CD. To date, most of this software has simply used CD as an alternative publishing medium to save cartridge costs, but recently some titles have been producing excellent results as companies out side the console market begin to develop for the NEC machine in order to gain CD-ROM experience. The best example of this is a recent adventure by Icom, featuring Sherlock Holmes and boasting a very impressive full-screen window. Check out the review in ACE next month.

Despite constant rumours about an impending dedicated CD-ROM drive for the Sega Megadrive, no such unit has appeared. We were unable to contact the UK distributors for news about this so Megadrive owners, like ST owners, will have to wait. That there will be such a unit at some stage seems almost 100% certain, however

Commodore's CDRI, first revealed exclusively in ACE last year is set to be one of the world's first dedicated multimedia hardware platform when it launches in the UK this summer. The machine conforms to the CDRI-01 standard (see D&A) and has full CD-quality control facilities. Although it cannot interface audio and graphics data, the machine's Amiga sound chip gives CDRI a powerful audio performance potential (first photo). A CD-ROM PC system running in Sierra's UK office, where the company announced their intention to offer CD-ROM hardware to their customers this year, for under \$600. Sierra also demonstrated their impressive "Myst" novel application genre, featuring superbly CGed, Quake-style graphics with full motion, excellent graphics, and CD-quality sound.

CD Q&A

What with all the rattle and hum surrounding CD technology, it's hard to keep track of what's going on. Here are some frequently asked questions about the systems that are going to change the face of gaming...

● What is a CD-ROM?

Simple. It's a 12cm disk that exactly resembles an audio-CD disk in appearance, although for protection it is usually encased in a plastic cartridge. To use the disk, you insert the whole cartridge assembly into the player. With a music CD, a couple of glitches caused by marks on the disk are hardly likely to be noticed – but with data even a single error could be fatal, hence the added protection of the transport cartridge.

The storage of data on a CD-ROM is governed by standards laid down by Microsoft. The system is now fairly ancient and was originally designed as an extension of the functionality of audio CD's. For this reason, CD-ROM is rather inefficient when it comes to data usage. A standard CD-ROM drive has a data transfer rate (i.e. the speed at which it can send bytes along the cable) of around 150K a second, considerably slower than most hard disks, the fastest of which can manage around 1Mbyte a second.

Equally annoying is the fashion in which CD-ROM actually gets the data off the disk. The system uses Constant Linear Velocity – which means that the disk sur-

faces beneath the laser must always be moving at the same speed. Unfortunately, as any rule know the tracks towards the centre of the disk have a smaller circumference than those at the outer edge. The ungainly solution involves constantly altering the rate of spin of the disk.

As a result, CD-ROM is not only slow at transferring data, it is also slow at locating it (the 'access time'). Old hands may remember the early laserdisk video games like *Dragon's Lair* which had disconcerting black-outs between scenes as the system desperately tried to locate the next batch of data.

In fact, CD-ROM is pretty useless for most games applications – except for the fact that it can hold 550Mbytes of data, is difficult to pirate, offers CD-audio quality sound for some applications and, in pence-per-K, is an extremely cheap storage medium. With the current absence of any competing optical disk standard these advantages make CD-ROM an almost certain victor in the games data storage wars.

● If CD-ROM is a standard, does this mean that a CD-ROM for the Amiga will work on the ST with a CD-ROM attached?

Possibly – it depends what's on the disk. There's a standard called ISO9660 which determines the physical file structure of CD-ROM. This means that CD-ROM's conforming to ISO9660 may be read by any ISO9660 drive. It is conceivable therefore that clever developers could use the massive capacity of CD-ROM to store executable code and graphics for more than one computer system on a single disk. Remember, it doesn't mean much if your computer can read the data on a CD-ROM – it also has to know how to use the data it reads if it is going to run the program.





The Philips FM Towns' elegant design is not just designer whimsey: the machine was developed with laptops sitting rooms in mind, and when you've seen one of these you'll understand the need for a compact machine. Although the Towns has only sold in comparatively small numbers, it enjoys a very high prestige amongst Japanese gamers.

How much will CD-ROM games cost?

There is no reason why CD-ROM games should cost any more than games stored using conventional floppies. In fact where the floppy version required numerous disks the single CD should save the manufacturer (and hence possibly the consumer) money. The most likely scenario, however, is that developers will use the storage capacity for additional game features, the programming and design of which will cost more money and hence add to the final price of the product.

Can I play my audio CDs in my CD-ROM drive?

Almost all CD-ROM systems include some facility for playing music CDs. This ranges from a simple headphone socket to the CD-ITV (for example a complex CD-audio management interface built into ROM and enabling you to use your computer as a sophisticated CD-audio player).

What is CD-I?

CD-I stands for Compact Disk Interactive and is a standard developed jointly by Philips and Sony. Originally announced in 1985 it has been consistently delayed. The system uses a CD for data storage and additional computer graphics and sound hardware to provide a single unit dedicated to the interactive manipulation of CD data. Unfortunately the sound and graphics hardware is not exactly state of the art and release dates for the system are still extremely unclear.

What is DVI?

DVI is a hardware device developed by chip makers Intel and designed to work in conjunction with CD-ROM systems. Its objective is to overcome the limitations of

CD-ROM particularly with regard to the data transfer rate (see above). The basic principle of DVI is data compression – the system decompresses data taken from the CD in real time and by effectively increasing the amount of information being spooled from the disk enables more data intensive operations to be carried out by the computer. The most obvious application for this technology is full-motion full screen video – movies on your micro. In other words Using DVI, a CD-ROM can store around 70 minutes of full motion video data.

If CD-ROM is simply a disk for storing data, what's all the fuss about?

The fuss is about two things. The first is that having huge amounts of data makes computer applications that were hitherto impossible now theoretically achievable. The most notable one is interactive movies or full-motion full screen video displays on your home computer. The most practical one is CD-audio-quality sound for games. Making the optimum use of CD-ROM's storage however involves a lot of new technology (for speeding up the access rate for example, as in DVI or CD-ROM XA – see elsewhere in this panel).

The big questions, therefore, are not over CD-ROM but over how it will be used. Is the CD-ITV package really the answer? Will CD-I ever appear? Will DVI ever become cheap enough to be implemented on home computers? Questions like these are important because no-one really doubts that the advantages offered by CD technology are vital to new technology.

There's also the problem of actually developing for CD-ROM. Although it's just a disk like any other, using the system poses special problems for developers. Not only is there more space that tempts one to develop more expensive games, but the way the space is used can be crucial to an application's success. Disk

geography, as it is called, is important because of CD-ROM's terrible data access performance (see *What is a CD-ROM?* above).

Supposing you open a chest in a dungeon and the program needs to locate the sprite data for the hideous zombie that springs out of it. It's going to be a bit of a let-down if the whole game hangs up while the laser toolies off across the disk looking for the relevant data – the answer is to ensure that all related data is stored in a readily accessible, nearby location. This may well involve duplication of data across the disk to ensure speedy access.

Writing games that can exploit CD-ROM's potential to the full and, at the same time, bypass its shortcomings is a challenging business. The rewards tomorrow will be high, but the uncertainties today are enormous.

If CD-ROM can store CD-audio music, can I listen to it and play games at the same time using the same disk?

It depends on the system you've got. Once again, the problem is data transfer rates. CD-ROM can't shovel out the data fast enough to supply data for your application at the same time as dishing out CD-audio sound.

The solution is called 'data interleaving' and is the main feature of CD-ROM XA, an enhanced CD-ROM standard developed by Sony but currently not very widely implemented. What happens is this: the laser grabs 16 bits at a time and sends them to the computer. Normally this information would be either audio, graphics or control data, but you can mingle your data types so that those 16 bits actually hold encoded information for both audio and video.

In CD-ROM XA, the system includes a Digital Signal Processor that strips off the first bit (or more than the first bit depending on the sound quality you require) of every sixteen received from the CD-ROM and applies decompression algorithms to the data received as a result. Sound and graphics data can therefore be accessed simultaneously.

Unfortunately, CD-ITV does not feature interleaving and neither do most of the CD-ROM systems currently on offer. It should, however, be a standard feature of most systems within a year or two.

What CD-ROM system should I be thinking of buying?

That's an impossible question to answer at present. Check out the notes for your machine elsewhere in this article. CD-ROM is the future, but at present it looks like staying in the future for a few months yet.

Steve Cook

FLAMES OF FREEDOM

THE MIDWINTER II

FLAMES OF FREEDOM

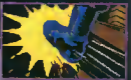
Sixty years ago the idyllic island of Midwinter was saved from the threat of destruction at the hands of invading hordes; but a prosperous future was denied by a greater enemy - the Earth's changing climate. Reclaimed by the seas which had created her, Midwinter was abandoned by her people, in search of a home on any friendly island standing tall above the rising seas.



"In the more temperate equatorial reaches of the Atlantic, only one of forty-two islands held out a hand, welcoming the survivors into the Atlantic Federation, a force for

peace, prosperity and democracy. But the new home is threatened by the evil Saharan Empire, a mighty military dictatorship based on the African mainland, already enslaving the other island communities, and ultimately intent on conflict with the Federation.

The enslaved islands are home to freedom fighters looking to break free from Saharan domination and join the Federation. The mammoth task facing the Federation is to covertly aid the liberation of as many islands as possible before the Saharan Empire makes its final push for Atlantic domination. The Flames of Freedom must be lit. The torch is about to be passed to you."



ATARI ST
SCREENSHOTS

Push your body and your wits for hours on end against the most amazing, exciting and advers...

FREEDOM

As the best Field Agent the Atlantic Federation has, you are charged with the execution of highly dangerous clandestine missions on each of the forty-one islands. Each island has its own political, administrative and cultural perspective, so each mission will require different aspects of your chosen physical, mental and psychological skills.

RESTRICTED

MISSION BRIEFING - BENI MAZAR

Your first mission objective is to sabotage a Power Station. You'll need to think through the entire process for yourself:- steal explosives from a local army base; find the engineer who designed the station; rescue his daughter to persuade him to give you the plans; hijack a vehicle for use; dodge or kill the sentry; plant the explosives, and finally escape unseen.

In every mission, you are on your own, but not without help. There are 4000 individuals with which you may interact, including friends, foes, and foes pretending to be friends. Every character has their own looks, personality and life history to assess. You have twenty-four modes of transport available to you, across land, through the air and both across and through the seas. You have over a quarter of a million square miles to cover, all mapped using Maelstrom's unique 3-D light sourced fractal landscapes, and thousands of buildings to explore.

Flames of Freedom provides you with a challenging & addictive challenge, fought according to your strengths, weaknesses and abilities, and Visualized via graphics sequences even more stunning than those of its predecessor - with Midwinter II's new age dawn



Flames of Freedom will be available soon for your Commodore Amiga, Alan ST and IBM PC Compatible, from Rainbird, the Masters of Strategy.



- ★ Sophisticated character profile generators allow you to choose your own looks, sex, psychology and physical characteristics.
- ★ Choose to use Training mode to practice any aspect of the game, 'Firefight' to try one complete mission, or 'Campaign' to tackle the whole shooting match!



- ★ Cover a quarter of a million square miles of accurately mapped 3-D terrain, generated by light-sourced fractal techniques.
- ★ Auto-route options allow you to plan and execute travel within the 3-D automatically.
- ★ Interact with 4000 characters, each with an individual personal profile.



- ★ Utilize 24 modes of transport, across land, skies and seas.
- ★ Fight with 12 different weapons against a massive array of opposing firepower.
- ★ Use your investigative and deductive techniques to solve endless challenges to aid your progress.



Could this Chrome dragon be the missing key to more Macintosh hidden secrets?



Heaven, those switches could melt down in handy later on.

TIPS! Tricks 'n' Tactics

Rise of the Dragon, Captive, Night Shift, Supremacy and F19 Stealth Fighter are just a few of the games blasted wide open in this month's tips and cheats selection

Rise of the Dragon

Sierra's *Rise of the Dragon* is proving most popular with our PC readers. And since we can't help playing it to death in the office, we thought it only fair to impart the information we've gleaned. Be warned, your enjoyment of the game may be seriously depleted by reading any further!

From The Top:

Once you've woken up, pick up your clothes and put them on, then take your coat and wear it. Move the pillow on the bed to reveal your gun, but don't take it. Turn on the vidphone and read the messages using the remote control. Remove

the picture of Chandi from the slot, and remove your ID card too. Leave your apartment and go down in the elevator to the EmWay.

Take the EmWay to City Hall and go to the Bureau of Records. Time to patch things up with Karen. Talk to her and apologise for standing her up. Once you've got the keys from her, head back to your apartment and use them to open the cabinet above the sink. Take the bombs, the Fisto bar and the wire-testing kit.

Leave your apartment and go to the Pleasure Dome on the EmWay. Enter the EmWay if you haven't got a gun, you'll be okay! Head straight for the bar and talk to the black guy at the far end. Tell him you want to talk to him about one of

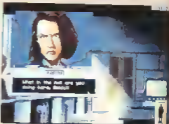
his friends, then tell him it's Chandi. Then tell him that he's got lots of friends minus one. Show him the picture of Chandi from the vid-fax. He will break down and confess that he is The Jake. He'll tell you that Chandi was running with some drug dealers, ask him who and if he becomes tight-lipped remind him that Chandi was one of his friends and she wouldn't want him to protect whoever killed her.

Once you've got the name of Chen Lu from The Jake, leave him alone. Go back to the EmWay and visit Chen Lu's place. Enter Chen's apartment and once you've looked at his messages and removed his ID card, go into the bedroom. Press the eye of the Dragon statue and you'll reveal a safe. Type in the combination (it's part of Chen's vidphone number). Get everything in the safe.

Leave immediately, or you'll get arrested by the cops and waste valuable time. Go and visit Karen at Records, and show her Chen's ID Card. This will yield a couple of contact names.

Go to Johnny Q's place and climb down the manhole. Put a bomb on the lock and blow it off. After examining the plan, open the door and set up the wiretester. Remember you can't attach any wires unless the current is on zero. Now go back to your apartment and check the vidphone to see who's been talking to Johnny Q'wong.

That's all for this time. The rest of the mission is up to you. Unless you can wait until next month!



Karen's not looking too happy. Time to blue and make up.

Captive

This excellent graphic adventure has been keeping many readers awake long into the small hours of the night. ACE has already printed a set of general tips, but it seems these weren't enough for a lot of you, so our sincerest thanks to Darren Evans, from The Guiding Light tips service, for these pearls of wisdom:

EXPLORATION WITH THE MAPPER

Working at The Guiding Light, I receive many calls from frustrated Captive players who find themselves at a dead end in a base complaining from what I call the B.E.A.D.E. syndrome (Been Everywhere And Done Everything). Employ the following technique and you'll find things much easier.

When you first enter a base, explore everywhere. If you come to a door, moveable wall or any type of catch, do NOT operate it. Instead, centre the mapper display onto your robots (see mapper instructions on how to do this), and press the highlighter button (the button to the right of the pairs of arrow buttons). This will leave a red dot at the location of the door, wall or switch. Think of this dot as something still to be operated.

Continue exploring, making as you go, until you've explored as much of the level as you can. By then, you should have killed every free-roaming alien in this area and collected all available items. The next step is to go to one of the red dots and - before operating the deer, well or switch - press the highlighter button again to turn off the red dot. Once into the newly-revealed area follow the same procedure of marking all areas of interest. This way you'll never miss anything. By the way, it's a good idea to save your game before entering a new area - you never know just what's behind that door!

Another way of using the 'highlighter' is to differentiate between doors, walls and switches by leaving differing numbers of dots in a position. This is particularly handy for switches, such as the 'light pushbutton' and 'line-grid' types, which require the correspondingly numbered clipboard. Also, if I find the generators with part of the base still unexplored then I leave lots of dots, making the room easier to find later on.

Repeat this process throughout the base on each level and you will greatly reduce the likelihood of acquiring the dreaded B.E.A.D.E. syndrome!

DICE AND DOORS

These are used to help you open the doors with the four buttons in the corners. First face the floor, then put the die in the hand of a robot. Click on the die with the right mouse button to roll it. The die will change to the number four. Think of each dot as representing one of the buttons. Keep rolling and each will turn red, indicating which buttons to press. Simple, right? Unfortunately, they don't work on the base entry/exit doors. Remember that surplus dice can be used to blow no mines.



Grrrrrrrrrrrrrrrrrr!! Put down your weeper. You have 20 seconds to comply.. You now have 15 seconds.. 10.. 9 .. 8... 7... 6... 5... 4... 3... 2... 1.. BUDDA! BUDDA! BUDDA! BUDDA! BUDDA!

FLOOR GRATING SWITCHES:

If you stand on these, you'll find a wall appears, blocking your retreat to the base exit. You must search every wall cupboard and click the left mouse button all over the back wall of the cupboard. Eventually you'll find a loose brick which will push in, removing the offending wall. Normally the cupboard is empty and often close by, though sometimes hidden.

COMBAT TACTICS:

Use your environment to your advantage. Where ever possible, lure an enemy to a door and close it on him whilst firing: the combined damage will reduce the killing time. (Aah, I remember using this tactic in *Dungeon Master*.) If you still get killed too easily, then find an open space where you can keep your distance and run around the alien, firing at its back and sides and dodging its bullets (use the greaser for an extra turn of speed).

Most aliens are pretty thick. As an example, picture a corridor that you're walking down. You come to a door about halfway, with a number of aliens on the other side. If you stand in front of the door, the aliens will try to shoot you through the door, and any fellow aliens standing in the way! Click on the SLEEP button. In no time the aliens will have killed each other until there's only one remaining for more easy! However keep an eye out for walking TVs which shoot fireballs through mesh doors and missiles which open waw blue doors.

If you get in a scrap near a ladder here are a couple of tactics which you should bear in mind. First and my favourite, activate the camera on the level with the alien you are fighting and switch it on. Go up (or down) the ladder and view the camera screen. The moving patch of yellow is the location of the alien, while the dark patch on the floor is the position of the ladder. Turn the camera to face the ladder and watch as the alien moves on and off the dark patch. When the alien moves away from the patch, duck down the ladder, safe on the knowledge that it'll have as back to you and fire off a volley of shots. Then noo loo!

the ladder as the alien turns to face you (probably in disgust at such cowardly tactics) and repeat the process. Those poor souls on the space station (Level 10) will find this particularly useful.

The second tactic is very effective but hard to implement. Any alien or group of them can be instantly killed by dropping on top of them as they stand under the ladder. However, this is very tricky to bring about because if the alien(s) have a space to move to as you fall on them, they'll ALWAYS get out of the way. For success you once again need the camera and the alien must have nowhere to go; this situation only arises when there is more than one alien milling about and your target is surrounded by aliens and walls which will keep it trapped under the ladder. It's a very satisfying move when done correctly, though!

There you go, Captive fans! More food for thought. Once again, thanks to Dauren and The Greeting Light.

The Guiding Light are a tips service available between noon and midnight, seven days a week. Give 'em a call and you'll be able to speak directly to people like Darren who play the top games and should be able to help you out of any sticky situations. Their number is 0898 338933, and all calls are charged at 33p off-peak and 44p any other time, so be sure to ask the permission of the bill payer before you start 'niggling'.



See "Dirt and Doors" for an easy way of getting past doors.



Two items collected: Use the fantastic cheat below and getting this far and even further should be no problem at all!



With this handy cheat for Supremacy you'll be able to buy as many of those mean-looking outfits as you could possibly want.

Gremlins 2

Net the easiest of games, I'm sure you'll agree. So this cheat mode, found by S. Lialis of Newport, should come in handy. When you get on the high-score table type in "SINATRA". You should then find yourself with infinite lives! Yum, yum!

Kick Off 2

More cheats for the ultimate footy game, this time from Paul Turner and Matthew Seekings on the C64 version. If you press RESTORE to quit the game when your team is in clear-cut possession of the ball then your team will win, regardless of the score! What's the point of that?

Supremacy

This excellent space strategy game is not easy, especially with the cost of space hardware these days. Wouldn't it be nice if you couldn't open a special ACE account at the galactic bank and get infinite credits? Well, thanks to Matthew and Peter Warner from Besilton, you can! Type in this AMIGA basic routine, save it, then insert your Supremacy disc and run the program. The routine doesn't write to your game disc so there's no risk of corruption.

```
10 REM Infinite Credits for AMIGA Supremacy
20 SUM=0, DIM CODE%(124)
30 FOR COUNT=0 TO 123
40 READ WORDS: WORD=VAL("8H"+WORDS)
50 SUM=SUM+WORD
60 CODE%(COUNT)=WORD
70 NEXT COUNT
80 IF SUM<>01605581 THEN PRINT "CHECK
SUM ERROR CHECK YOUR LISTING" STOP
90 CHEAT=VARPTR(CODE%WDI): CALL CHEAT
100 REM *****
110 DATA 7046, E988 7202, 2C78, 0004
4EAE, FF3A, 2840
```

```
120 DATA 4A80, 6700, 008A, 7C30, 7E40,
E98F, 70FF, 4EAE
130 DATA FEB6, 4BF4, 6008, 3AC7, 429D,
3AC0, 5280, 6700
140 DATA 006E, 93C9, 4EAE, FEDA, 2AC0,
2A8D, 284D, 0008
150 DATA 589D, 4295, 4BEC, 0008, 7A05,
1A85, 41E4, 6000
160 DATA 5C8D, 2AC8, 3AB6, 41FA 008E,
428D, 4281, 224C
170 DATA 4EAE, FE44, 4A80, 6636, 224C,
D8FC, 0060, 337C
180 DATA 0002, 001C, 41E9, 0024, 20C7,
20CC, 4290, 3346
190 DATA 0012, 4EAE, FE38, 41FA, 0018,
45EB, 0300, 294A
200 DATA 021A, 703F, 24D8, 51C8, FFFC,
4EEC, 000C, 4E75
210 DATA 45F9, 0007, 2000, 41F9, 0007,
2B50, 6130, 41F8
```

```
220 DATA 35F4, 45F8, 0900, 6126, 50E8,
35A6, 245A, 41F8
230 DATA 4304, 611A, 31FC, 6026, 5E1E,
33FC, 6006, 0000
240 DATA 9C3C, 33FC, 4AA9, 0000, 9D5E,
4E78, 0900, 30EC
250 DATA 4EF9, 209F, 4ED2, 7472, 6163,
6864, 6973, 682E
260 DATA 6465, 7669, 6365, 0000
270 REM *****
280 REM Type this listing into AMIGA Basic and
insert your
290 REM Supremacy disc in Drive 0. If an alert
appears click
300 REM on cancel. Now run this program and
Supremacy should
310 REM load as usual but you'll have infinite
credits
```

Toyota Celica GT Rally

Dava Gibson from Greymount in Northern Ireland sends this brilliant cheat for this equally brilliant rally simulator. When the game says "Start your engine" at the beginning of each rally stage, press CONTROL and the "C" key at the same time to freeze the clock. It is now possible to complete the entire game in a record time of 00:00:00! Beat that!



F19 Stealth Fighter

Following on from last month's tip special there's this special routine that'll give you infinite weapons - very handy, I'm sure you'll agree! Again, thanks to those happy hackers Matthew and Peter. As with the Supremacy routine, type it in, save it, insert your game disc then run the routine.

10 REM Infinite Weapons for AMIGA F19 Stealth Fighter



Rest easy in your heart's delight when you type in this cheat for *BEAST*.

```

20 SUM=0: DIM CODE$(114)
30 FOR COUNT=0 TO 113
40 READ WORDS. WORD=VAL("&H"&WORDS)
50 SUM=SUM+WORD
60 CODE$(COUNT)=WORD
70 NEXT COUNT
80 IF SUM<>1534165& THEN PRINT "CHECK
SUM ERROR. CHECK YOUR LISTING":STOP
90 CHEAT=VARPTR(CODE$(0)) CALL CHEAT
100 REM *****
110 DATA 7046, E988, 72D2, 2C78, 0004,
4EAE, FF3A, 284D
120 DATA 4A80, 670D, 00A2, 7C30, 7E4D,
E98F, 70FF, 4EAE
130 DATA FE86, 4BE4, 6008, 3AC7, 429D,
3ACD, 5280, 670D
140 DATA 0066, 93C9, 4EAE, FED4, 2ACD,
2ABD, 2D4D, 0008
150 DATA 589D, 4295, 4BEC, 0008, 7A05,
1A85, 41F4, 600D
160 DATA 5C8D, 2AC8, 3A86, 41FA, 007A,
428D, 42B1, 224C
170 DATA 4EAE, FE44, 4A8D, 664E, 224C
D8FC, 006D, 337C
180 DATA 0002, 001C, 41E9, 0024, 20C7,
20CC, 429D, 3346
190 DATA 0012, 4EAE, FE38, 41E8, 030D,
3948, 006C, 45FA
200 DATA 0004, 7D1F, 611A, 4EEC, 00DC,
31FC, 602C, 716E
210 DATA 41F8, 719C, 45FA, 0D12, 700C,
6104, 4EE8, 100D
220 DATA 3CDA, 51BC, FFCC, 4E75, DC6C,
0034, 0006, 661D
230 DATA 33FC, 6026, 00Q3, EB94, 33FC,
4E75, 00Q3, FE22
240 DATA 4EDR, 7472, 6163, 6864, 6973,
7B2E, 6465, 7669
250 DATA 6365, 000D
260 REM *****
270 REM Type this listing into AMIGA Basic and
insert your
280 REM F19 disc in Drive 0. If an alert appears
click
290 REM on cancel. Now run this program and
E19 should
300 REM load as usual but you'll have infinite
credits.
    
```



Oops Up!

This Pang clone has 100 mega-hard levels, but it seems that many of you are having trouble seeing even the tenth! To help you out, here are the first 40 level pass codes, provided by Malcolm and Alex McIlwre from Derby

```

Level 1: P00L
Level 2: DK51
Level 3: 30FJ
Level 4: FL59
Level 5: Q058
Level 6: FA2D
Level 7: 5F6J
Level 8: CK04
Level 9: WF05
Level 10: DC4G
Level 11: 40V8
Level 12: FDL0
Level 13: V03D
Level 14: 49ED
Level 15: WAQD
Level 16: X038
Level 17: UL09
Level 18: 40FJ
Level 19: X03C
Level 20: DK49
Level 21: G8LD
Level 22: P49X
Level 23: A0A5
Level 24: 39V5
Level 25: XPE4
Level 26: FE5C
Level 27: CXE5
Level 28: 32H4
Level 29: FD30
Level 30: 10F4
Level 31: D947
Level 32: FD4G
Level 33: DK48
Level 34: 206G
Level 35: DK39
Level 36: DGLD
Level 37: D049
Level 38: 6P05
Level 39: F049
Level 40: 4G7H
    
```

Beast's propelling action from *Oops Up!*



Do well at the factory on your *Night Shift* and you could earn enough cash to buy yourself a lovely little house

Night Shift

This smashing platform game is a bit of a departure from Lucasfilm's usual graphic adventures. It's not easy, though, so here's ACE's very own David Upchurch with some general tips, and as if that wasn't enough, the pass codes to the first 15 levels (they should work on any format).

● Having got the BEAST running, the best place to stay is in the paint control area with the three dials and the flush chain. Moving up and down try to position the scroll so that you can see both the colour in the paint trough AND the toy moulds in use. This way you can make sure that you've mixed the right colour for the night toy

● If you're not careful, a couple of toys can be painted incorrectly when the moulds change. With good timing, you need never waste one. If your BEAST is set up correctly, the first part of a

toy to go in for painting should always be the body. When you see the moulds being changed, run to the required paint dial (or flush chain, if necessary) and wait.

You should see the last head from the 'old' toy being pushed out of the mould and enter the bin on the right of the screen. Then the first body of the 'new' toy should be thrown into the left bin. As the 'old' toy's head drops down to the paint spray jets, quickly make all the paint changes needed. By the time the jets react, the toy head should have passed through and been painted the correct colour, while the jets are now ready to spray the new colour on the new body.

● Lemmings and lawyers are a pain. Keep jumping and they won't get you. In the later levels, the lemmings start meddling with the BEAST, unscrewing bolts and flushing the paint trough. Leave flytraps beneath the area at risk to deal with that problem.

● From Level 14 onwards there's a bonus for getting the toys into the correct packing crates. However, it is JUST a bonus and it's quite small so it's not really worth the time wasted leaving the vital paint control area. Concentrate on getting the correctly-coloured toy quota instead.

LEVEL CODES:

In the following, BA = banana; CH = cherry, LE = lemon, PL = plum; PI = pineapple)

Level 1: As passcode
Level 2: CH-BA-BALE
Level 3: BA-CH-PL
Level 4: PL-PI-PL
Level 5: PI-LE-CH
Level 6: CH-PL-PL-PI
Level 7: CH-PL-BA
Level 8: PI-BA-PI-CH
Level 9: PI-LE-CH
Level 10: LE-BA-PL-PL
Level 11: BA-PI-CH-PL
Level 12: CH-PL-BA-PL
Level 13: PL-CH-BA-PI
Level 14: PI-CH-PL-BA
Level 15: PL-PL-PI-PI



NINTENDO ENTERTAINMENT SYSTEM

KID ICARUS

Fancy having a sneaky peak at the final level of this bizarre game? Then enter this easy-to-remember password: AUN2e5 K0ff00 M700G K50W0a. Thanks to Snardy Cadetta from Walthamstow for that.

TRACK AND FIELD

Thanks to Ben Butler from Bradford for these handy passwords for Days 2 to 9 of this sporty thrash.

Day 2: DHLK*4ZLG
Day 3: DRLKQ3Z1G
Day 4: GRLK*3Z1G
Day 5: DRLKQ4PLN
Day 6: MBM*4P1(heart)
Day 7: ZB(down arrow)WQ3PLN
Day 8: R(down arrow)B55PPL1

SEGA MASTER SYSTEM

GO! FANATIA

I'm Fernsworth from Sheffield has this sneaky cheat to let even the worst player complete the game. Should you foul a shot when playing 'Stroke Play' or 'Tournament', then press RESET while the computer is displaying 'Out of bounds', 'In rough', etc.

Now continue the game and you'll be allowed to replay your last shot! Handy, ah?

ATARI LYNX

ZARLOR MERCENARY
This so-so shoot-'em-up can get pretty tough, so thanks to Emmet Fitzpatrick from Corkaaran, Ireland, for these essential playing tips to the first three levels:

General:

● If playing the one-player game then select Landru (armed with power shots).

● If one level is proving really difficult then try changing your weaponry or tactics or both.

● Like many shoot-'em-ups, bonus positioning and alien movement patterns are always the same, so learn and survive.

● Force your Lynx-owning mates to buy the game so that you can turn up for some mega firepower!

Level 1:

You must pick up the lazer, autofire and speed-up that appear at the start of the level (you won't last long otherwise). A second lazer and autofire appear midway through the level. Keep blasting away at the alien hordes to rack up a high score until you reach the end-of-level bady. More lazer-button bashing should see him off!

Shop 2:

If you survived Level 1 without losing a life then you should be able to do the same on Level 2, so just buy one of each of the

following: speed-up, side-shooters, wing cannons and autofire. If you've got any extra cash spend it on extra lives.

Level 2:

Pick up the lazer, Alien attack is pretty heavy and you're not yet built to cope, so hang around the left-hand side of the screen and pick off as many as possible. Don't forget to collect the shield midway through the level.

When you get to the end-of-level bad guy, the best place of edifice is keep moving! Fly left and right, take out the middle section first and then deal with the two side lazars. And remember - keep moving!

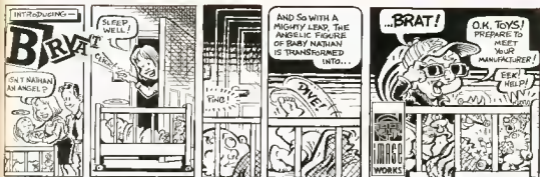
Shop 2:

Sell all your extra except the speed-up and buy as many lives and mega-bombs as possible. The next level's a real b'stard!

Level 3:

Keep to the right-hand side of the screen. Don't waste valuable bombs on the giant monsters that zoom down the screen - just avoid them. And forget about your score, concentrate on staying alive instead! Use the bombs on the weird bullet-spitting meemies and finish them off with your bullets.

The end-of-level nasty will follow you around, so lure it down to the bottom-left of the screen and keep blasting at its centre with everything you've got. When the alien finally breathes its last, don't you breathe a sigh of relief? you've still got two more levels to go! Good luck!



THE REAL ADVENTURES OF **BRAT**, THE ANTI-CUTE, ARE AVAILABLE Soon FROM IMAGE WORKS ON AMIGA AND ST

SUBSCRIBE TO ACE

If you heva enjoyed reading this Issue of ACE, you ere bound to be interested in our fantastic naw subscriptions offer. The offer aims to glve you value for money, an easy way to ragulerly receive your favourita magazina, end - thanks to our friends at IMAGE WORKS - a FREE softwara gift.



WINGS



XENON 2



BACK TO THE FUTURE II

Subscribing to ACE for only £21.60 hes so many benafits for the self respecting enthusiast of computer entertaimant. Here ere a faw points to consider whilst pondaring this small but worthwhile investment:

- * Get 12 issues of ACE, the best computer entertainment magazine in the world, delivered direct to your door and we'll pay the postage! Th means never having to traipse down to your local newsagents for your copy again.
- * Ensure you never miss out on all the vital Information which only ACE gives you and impres your friends with it!
- * Choose from some red hot Image Works games - which can be your absolutely FREE !

Saving yourself between £10 and £25

AND GET FREE SOFTWARE!!

If you take out a subscription for 12 issues (only £21.60) you can choose one of the following Imago Works games free! :

Wings	Amiga only
Falcon	Amiga, ST, PC
Falcon Mission Disk 1	Amiga, ST
Falcon Mission Disk 2	Amiga, ST
Battlemaster	Amiga, ST
Back To The Future 2	Amiga, ST, PC, Spec, C64, Amst, CPC
Cadaver	Amiga, ST
Dungeon Master	Amiga, 1 Meg ST



DUNGEON MASTER



FALCON

If you subscribe for 24 issues (£43.50) you can choose one game from the above list OR two games from those offered below:

Xenon 2	Amiga, ST, PC
Interphase	Amiga, ST, PC
Speedball	Amiga, ST, PC
Gravity	Amiga, ST, PC
Flip It & Magnose	Amiga, ST, PC
Final Battle	Amiga, ST, PC
Bloodwyth	C64, Spec
Basteroids	ST, Spec

Remember, the above games are only available with a 24 issue subscription

* The free software offer is available to UK residents ONLY. Your software choice will be mailed separately to your first magazine, please allow 28 days for delivery

SUBS RATES SUMMARY

12 issues (UK Residents only)	£21.60
12 issues (Air Europe)	£39.50
12 issues (Rest Of The World)	£53.00
24 issues (UK Residents only)	£43.50
24 issues (Air Europe)	£79.00
24 issues (Rest Of The World)	£106.00

We suggest that overseas readers pay by International Money Order

Place your order by completing the coupon, or send your details on a postcard, or ring our special 24 Hour Orderline Service on 0858 410 088.

Subs Quintrime* If you aren't completely satisfied with your subscription, you may cancel it at any time and receive a prompt refund for all unmailed copies.

TO: ACE SUBSCRIPTIONS DEPARTMENT, PO BOX 500, LEICESTER, LE99 0AA

NAME :

ADDRESS :

POSTCODE :

I WOULD LIKE A SUBSCRIPTION TO ACE FOR 12 ISSUES ☐ please tick box

I WOULD LIKE A SUBSCRIPTION TO ACE FOR 24 ISSUES ☐ please tick box

PLEASE START MY SUBSCRIPTION FROM THE (enter month) ISSUE OF ACE

MY GAME(S) CHOICE IS :

MY MACHINE IS :

I ENCLOSE A CHEQUE/ POSTAL ORDER MADE PAYABLE TO EMAP IMAGES

FOR:£.....

PLEASE CHARGE : £..... TO MY ACCESS/VISA/DINERS CLUB/AMERICAN EXPRESS ACCOUNT

CARD NUMBER :

EXPIRY DATE :

SIGNATURE :



High impact - and high energy for your Head Coach's team and a 'head' on the team bench.



Score a touchdown and you'll get digitized images of your loyal and lovely cheerleaders cheering their all in support.



High impact in action - capturing impressive plays, close calls, clutch wins and losses. This is arguably the best American football game in the arcade.

PLAY BALL



From this screen, you can choose a new play script.

So you were one of the chosen who stayed up to the wee hours watching the Super Bowl in January - and weren't we all rewarded with a cliffhanger of a game that set the pulse racing, the breath holding and the Budweiser flying?

OK, so Buffalo lost. I can take defeat, humiliation and the consequent transfer of funds that ensued, particularly now that I can go down to the local arcade and replay the whole thing, only make sure I don't miss the 48 yard field goal. It has to be said that decent American Football games have been a little thin on the ground recently. A few years back we had 10 Yard Fight and the multi-player fans were treated to Temco Bowl in '88, but, y'know, there's never really been one that stood out as completely marvellous. Until now.

Enter please, from Williams' High Impact - the game that, so they claim, 'brings football to life with the energy and strategy of a non-stop highlight film'. It certainly looks like someone has taken the production and presentation values of

something like Cinemaware's TV Sports Football and transferred them to the coin-op area, with the extra graphics and sound that can be used there. Good stuff, you might think and you'd be right.

High Impact makes an impression because Williams has packed megabytes worth of digitised graphics into the machine and uses these images in favour of the usual sprite technology. This gives the main playfield - a scrolling left/right screen - a very distinctive look that grabs the eye immediately.

But what about the gameplay? Well, it's not too difficult to pick up - assuming you are conversant with the rules and subset of English language used in the game. The blitz option, for example, does not necessitate dropping large amounts of high explosive on the London Metropolitan area but ends up being almost as violent and just as noisy.

Play selection is made via some easy-to-use sub-menus and then you - or you plus a friend - control a nominated player on the field. Snap the ball and the usual free-for-all ensues, with a dig-



Golfing Strike: Is this really the best game idea that arcade manufacturers can come up with in this day and age?



Rastan perfect: Using it well-assessed, you could swear without the little guy on the screen was you, defeat.



used, simulated ref calling the shots and likewise a Head Coach jumping up and down, expressing strong emotions over each decision. Nice stuff.

With up to 4 players catered for, bags of humour, sound and gameplay, this is the nearest any of us are likely to get to the Superbowl. If you enjoy watching American football and like the idea of playing it for real, save yourself severe physical punishment and go for High Impact.

Incidentally, some types have been claiming that *Rad Mobile*—the new Sega title that boasts impressive graphics, but precious little else, is the first 32-bit arcade game. Wrong! Williams, again, can claim that first with *NARC*, released a year or so ago. It contained a true 32-bit graphics processor and therefore had loads of colours and sprites all jumping around with great speed. Just thought it was worth putting the record straight there.

Well, be reviewing Atari's new game, *Ramparts*, next month, after some extensive playtesting. Initial giggles and barely suppressed mirth have given into a sneaking intrigue and curiosity. Personally, I still think that whoever authored during those ROM's needs intensive therapy involving extended bed rest and consumption of much Lucozade—but still... the definitive report when it arrives. Just so those Atari fans know any corporate insanity isn't terminal, however, I've been giving that three-screened *Race Driver* we showed last month considerable wads of cash and can now officially report that it isn't half bad.

Finally, in a month that's brought little new to the arcades, another plug for Konami's new golf game. *Golfing Greats* is without question up there with Sega's *Super Masters* as best golf game ever.

In last, good use has been made of Konami's hardware sprite-expansion routines and it's been combined with some great playability. Until VR golf comes out—this may be as good as it gets. On a not completely unrelated topic, I have a confession to make. I love pinball—and consumed that passion by treating myself to a Williams *Comet* a while back. But still it seems that the Brits just don't get the hang of the game as opposed to the States, where pins are almost half of the coin-op business, and France, where you can't move but bump into one.

In the UK, however, it's pitiful to see hapless young people with impressionable minds watching inferior players walking up to a pinball machine—and pressing both flippers at once. Of course, you know better than that, eh?

Ho hum—but who knows, perhaps the crop of excellent games that are out there at the moment might just lure a few gamers off the PCB's and



into the game. I can't say I'm not attracted to work on at the same time.

Billy Midway concentrates on dealing with the simple, understandable tables such as *Elvis* and *Mistress of the Dark* which contained that reliable, disused phrase, "Ohh... vice organ." Their latest, stylized *Bugs Bunny's Birthday Ball*, celebrates the 50th birthday of the smartest rabbit in Christendom.

With the novelty of an unusual lower playfield and stacks of sound effects straight out of the *Exterminator*, the bonus of very few ways to lose a ball—should appeal to the first timer, at least.

On the other hand, make games for the older players, such as the fine *Diner* designed by the same guy that did *Taxi*. I believe that what may well become a true *Funhouse*.

It's one that rewards skill and fast reactions with some great progressive features and a theme that builds on the Williams tradition with *Comet* and *Cyclone*.

With the whole thing, the arcade game is a life-size ventriloquist's dummy. *Funhouse* was up to its name. And it's programmed to put you in the nuts if you ever press both flippers at once. OK?

Finally, news that if you want to experience the 360 mention last issue for yourself, get down to Finland in London's Broadway Arcade. Possibly the best arcade in the UK, it now has one with *GL* or making the board—if you can get there just do it, the experience is amazing. Just be prepared to cough up a lot of cash to do so. Last price for one of those tables is about £70,000. Ouch!

Next month—a full show report from the UK's biggest coin-op trade show North of the border. Don't miss it, it's a real treat. The show will be held at the Royal Albert Hall in London. The show will be held at the Royal Albert Hall in London. The show will be held at the Royal Albert Hall in London.

ACE MERCHANDISE OFFER



There can surely be nothing more sexy and fashionable than the ACE t-shirt. This latest item is the *Ace Clothing Collection* is what every self respecting competing geezer will be wearing this season. The eye catching ensemble has been exclusively designed by ACE's own art editor, Jim "Gaultier" Willis, for the lover of fine things and the reader with good taste. The t-shirt is available in sizes small, medium and extra large and can be purchased at the ridiculously low price of £5.99



There is no better way of storing your copies of this, the world's finest computer entertainment magazine, than in an ACE binder. The binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the embarrassingly inexpensive price of £5.99

Order without delay, to avoid gross disappointment. Simply complete the form below (enclosing your postal order or cheque, made payable to **EMAP IMAGES MERCHANDISE**) and send it to the following address:



▲ ACE Binder A

▲ ACE Binder

Please remember: these top quality items must be handled with the utmost care by our dispatchers - therefore do allow 28 days for your order to be fulfilled. Rest assured you have chosen well.

PC WISE, UNIT 3, MERTHYR INDUSTRIAL PARK, DENTREBACH, MERTHYR TYDFIL, MID GLAMORGAN, WALES CF48

I want to be an ACE Adonis, so please send me:-

ACE

ACE T-shirt £5.99 SMALL ☐ MEDIUM ☐ EXTRA LARGE ☐

ACE Binder A £5.99 ☐

ACE Binder B £5.99 ☐

ACE

I enclose a cheque/ postal order for £. made payable to **EMAP IMAGES**

NAME: _____

ADDRESS: _____

POSTCODE: _____

(All prices include postage, packing and VAT)

Please send your orders to:

ACE MERCHANDISE OFFER
PC WISE UNIT 3, MERTHYR INDUSTRIAL PARK
DENTREBACH, MERTHYR TYDFIL, MID GLAMORGAN CF48 4DR

Prepare yourself for *The Simpsons*, the licensing phenomenon of the year. This popular American Twentieth Century Fox television cartoon series has inspired a whole host of 'goodies' from toys complete with their own speech bubbles to Bart bath salts. There are even booting Simpsons T-shirts featuring a politically-aware black Bart.

These multi-million dollar sellers all based on the original family of characters created by cartoonist Matt Groening. *The Simpsons* show has surpassed *The Cosby Show* in teen ratings in the USA, and European viewers are increasingly tuning into the off-beat humour via BSkyB satellite TV. It doesn't end there, either. Bart is apparently 'big' in Zimbabwe and other African nations.



THE SIMPSONS' FAMILY TREE

BART

The star of *The Simpsons* show, Bart is the anti-hero and Bart fits the bill nicely. The off-American bad boy gets into plenty of stripes and doesn't have the best reputation for telling the truth.

MARGE

Bart's loving mother loves to go shopping in the local mall.

HOMER

Bart's carefree dad works at the local nuclear power plant and loves donuts.

LISA

Bart's bratty sister can be seen on the 'Do the Bartman' music video dancing with Bart and playing the saxophone.

MAGGIE

Bart's baby sister is the cutest Simpson though she's too young to talk.

First off *The Simpsons* video game (black & white) with Gameboy, NES and two dedicated handheld LCD games. By autumn, Ocean will have joined in with a computer game for the Amiga, ST, PC, Spectrum, C64 and Amstrad. Acclaim's *The Simpsons*, *Bart vs The Space Mutants* has just become available on NES in the States and a Gameboy title is due later in the year.

In *Bart vs The Space Mutants* on the NES, Bart's hometown of Springfield has been invaded by aliens who inhabit human bodies. However, Bart is the only one able to see them as aliens by using special X-ray glasses, and he must convince the other Simpsons of the invaders' presence. Through five levels - including the town of Springfield, a shopping mall, museum and amusement park - Bart mischievously travels around on his skateboard, spray-paints objects, shoots a singshot, plays at the arcade and uses a dart gun



MATT GROENING

DO BART MAN



For further details about *The Simpsons* on the NES and Gameboy contact Acclaim Entertainment, Inc at: 71 Audley Avenue, Oyster Bay, NY 11771, USA.

Look out Turtles, there's a new Bart craze. He's already got to number one in the music charts, he's seen everywhere on T-shirts and soon he'll be appearing in console and computer games. ACE is there to meet them...

in efforts to save the earth from the alien invasion.

Acclaim's *Simpsons* title for the Gameboy will find Bart Simpson and his sister Lisa at an extremely regimented summer camp where bullies rule and activities such as hiking, canoeing and motorcross provide intense, rather 'unsportsmanlike' competition. Intent on escaping their sadistic summer surroundings, the Simpson siblings start to dig an underground route out of the camp. Obstacles they face include creepy crawl

ing spiders, bedrock walls, and a maze of underground tunnels.

"Our new *Simpsons* games capture the essence of these popular characters through arcade-style gameplay programmed to maximise all their special appeal and their particular idiosyncrasies," says Acclaim.

Hi today, gone tomorrow. While the Teenage Mutant Ninja Turtles scuttle back to the sewers, bubble-eyed bad boy Bart is ready to take control.

● Rick Haynes

FOR THE VERY BEST AMIGA GAMES COVERAGE



GET THE VERY BEST AMIGA MAGAZINE
FREE FULL PRICE GAME ON THIS MONTHS ISSUE. OUT NOW

CUAMIGA

in the

it's in the pink -
and judging by the
size of him, you're
buddy if you never
met him in the
Pink. Don't let the ACE
editor Steve Cooke
it now helping put
together the Pink
pages for us. If
you've got any sug-
gestions on how
the section could be
improved, write to
him at the usual
ACE address (see
the comments page
of this issue). Also
a special mention to
advertisers: our Feb
number 971 630
100 is now on sale
out of order. Please
call 071 630 1835
and further notice
and thank you to
the '****' who
proved the fact...



90 ACE Charts

If you want to add top quality software to your collection, check out the ACE Charts every month - they're the only listings in the country that tell you which games are getting the highest review marks in ALL UK magazines. If it's number one here, it should be number one on your list. And you can also win free software by predicting next month's entries.

111 Hot off the Shelf

This issue of ACE tells you what's hot NOW - but what about those other titles still sitting on the shelves? Our software buyers' guide pinpoints the games we've tipped for the top in the last few months and which should still be available.

95 Hardware Buyer's Guide

Our definitive tech listings and buyer's guide. This month: computers.

99 Direct Line

...to YOUR micro. If you own one of the ten major micros or consoles, there's a section for your computer here as ACE correspondents talk man to machine...

129 ACE Crossword

The infamous ACE Crossword - crack it and win a prize.

121 Adventureline

Pat Winstanley with her regular section for dedicated adventurers.

117 The ACE Diary

Our monthly guide to what's on where and what's out when

119 ACE Deals

We regret to announce that the ACE Dealers column cannot appear this month as the compiler has run away to Brazil. Dirk Longhorn steps in with Shopwatch and his views from the other side of the counter.

128 Encyclopoedia Micromonical!

If you've missed a vital issue, check here...

127 PD Update

Mark Smiddy picks out a couple of Public Domain budget packages

112 ACE Readers Pages

Your chance to sell that old machine that's been gathering dust in the attic since the day you finally cracked Atac Atac.

130 The Blitter End

Our chance to have the last word,



ACE has brought you over 40 issues
it's packed with info on games tech-
nology. If you're missing any back
issues - such as this one, which gave
you exclusive coverage of the first
PC-based VLS system - then check out
page 126

ACE CHARTS

The ACE Charts give you the definitive list of top scoring games EVERY MONTH – as reviewed by ALL British games magazines.

DID YOU WIN LAST MONTH?

Run 15 entrants put on a good show of predicting last month's entries, with the top game in every category spotted by at least one person and even the top effort in the Stockmarket category spotted by a couple of sleep stock brothers. **A. McTernan** of Purley was a winner with a R-type on the Spectrum. On the CPC, the *Pygmalion* shadow of the *Beast* conversion was spot hit by **Christopher Allan** of Bridge of Earn. **Kenneth Edwards** of Bristol played safe with the PC chart and guessed – along with several others, that *Wing Commander* would continue its triumphant progress – though that seems to have come to an end this month (see the PC chart). **Michael Taylor** of Kenilworth got *Speedball 2* for the ST and *Erik de Loon* won again by picking top softcore Origin. **Nigel Anwar** of Birkbeck college correctly predicted *Pinocchio* for the Amiga and **Mark Gonsky** of Leatherhead nailed *Rip Dangerous* 8 for the C64. Well done ladies – prizes are on their way.

What you can win...

You'll get a mystery game worth up to £25 for your machine if you can pick out NEXT MONTH's top chart entries. Get all five right in any category and you'll get £150 worth of software! Entry instructions are opposite.

THE STOCKMARKET

In addition to our games charts, we also have a bit of fun with the figures each month when we produce the ACE Stockmarket. It's a list of the top 25 writers as determined by the ratings their games are currently receiving. You can see their fortunes rising and falling in each issue...

Having collected all the games reviewed in the latest issues of computer magazines, we calculate the average mark that each publisher received for every one of its games on each format. This is the rating that you can see in the second column. So, for example, if the company is great at releasing 16-bit games but llothes up its 8-bit conversions, then it will pull down the average mark, even if you can see a lot of its titles heading up the Amiga, ST or PC charts on these pages. If all the games are excellent, or if the company has just one brilliant program doing the rounds at the moment, it will consequently have a high rating.

The last column shows how well a company's games have fared compared to the Software Index. This single figure represents the average review mark (expressed as a percentage) after all games, all formats, received during the last month. It's a quick guide to how good the current crop of titles is, and each company's index score shows how well their games compare to the norm. For example, in this month's chart, Microprose's current titles are worth 8.5 percentage points above average - according to the industry's reviewers.

We print only the top 25 companies each month. In fact, we compile the figures for all of them, but you don't want to read through a list of over 100 names in every issue. Occasionally, a new company will enter the listings, in which case its name is marked with an asterisk.

Finally, we take care that the information here is genuinely useful. To that end, we don't count companies which have only received a single solitary review.

PUBLISHER	SCORE	+/-	INDEX	Activities	79.97	+1.06	4.17
Sierra	87.84	+16.50	12.34	Accolade	79.43	+3.36	3.93
Rainbow Arts	88.87	-10.23	11.17	US Gold	79.04	+3.96	3.54
Acclaim	85.87	-8.33	10.17	Infogrames	78.88	+2.11	3.83
Care Design	84.87	-2.87	9.17	Electronic Arts	78.70	-2.10	3.82
Microgames	84	+3.12	8.5	Ubisoft	76.07	+5.07	2.57
Grimm's	83.86	-1.1	8.36	Corel	77.91	-3.36	2.41
HR Squad	83.33	+13.29	7.83	Midwestern	77.25	+1.25	1.75
Pygmy	82.31	+0.36	6.81	Code Masters	77	+17.9	1.5
Digital Inn	81.33	+7.62	5.83	Action 88	75.98	+0.98	0.98
Alkermes	81	+32	5	Windcape	75.33	+3.25	-1.07
Image Works	80.68	+12.52	4.58	Empire	74.97	-9.99	-0.83
Origin	80	20	4.5	Mastertronic	74.5	-3.34	-0.4

AMIGA

Lemmings	Pyggnosis	\$6.75
Turrican II	Rainbow Arts	\$2.95
Exterminator	Audiogenic	\$6.95
Pro Tennis Tour II	Ubi Soft	\$6.95
Cosmic Pirate	Action 16	\$7.95

It was almost inevitable that Lemmings would zoom in at number one once properly reviewed. Justified hype, for once...

C64

Turrican II	Rainbow Arts	94
Exterminator	AudioGenic	91
Ivan Ironman Stewart	Virgin	85.5
NARC	Ocean	78.5
Dragon Breed	Activision	77

Turrican II and Exterminator look well up to the standard of their 16-bit counterparts, but there's not much strength in depth in the current batch of releases.

AMSTRAD CPC

Twin World	Ubi Soft	83.17
TNT	Domark	82.17
Pro Golf	Codé Masters	74.5
Guardian Angel	Codé Masters	72
Act/Ace 2	Encore	58.75

Ubi Soft obviously knows a thing or two about CPC games. Last month it had three titles in this chart, including the number one, this time, a fourth Ubi Soft game takes over the top slot.

IBM PC

Prince of Persia	Demark	92.63
Wing Commander	Origin	90
Rise of the Dragon	Sierra	86.67
Covert Action	Microprosa	84.3
4D Sports Driving	Mindscape	82.79

Wing Commander surrenders to the superb Prince of Persia after months at the top

WHAT THE FIGURES ABOVE MEAN

First, of course, you've got the game. Then the software house and - in the last column - average score (converted to a percentage with typical ACE precision to two decimal places) the game received in ALL reviews during the last month. Don't forget that the review ratings are taken from all UK magsazines, not just ACE, so we don't necessarily agree with some of the judgements here, but all review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS
OPPOSITE

HOW TO ENTER

STEP ONE

Find a postcard - or write your entry on the back of an envelope. Enter your name and address, a daytime telephone number if you have one, and the Round Number

STEP TWO

Tell us your age and which machine you own. Just in case you win!

STEP THREE

Examine this month's charts. Then, using your knowledge of the games scene, try to predict which games will come top of the sex machine specific charts. Finally, enter on your postcard:

- the top game for the Spectrum
- the top game for the C64
- the top game for the CPC's
- the top game for the IBM PC
- the top game for the Amiga
- the top game for the ST

YOU DON'T HAVE TO ENTER A SUGGESTION FOR EVERY MACHINE! But remember that your chances of winning may increase if you do.

STEP FOUR (OPTIONAL)

You can also try to predict which company will be at the top of next month's Stockmarket listing (see this page). Enter on the card: The top office will be... (name of company)

STEP FIVE (OPTIONAL)

If you want to go for the jackpot £150 prize,

then select any of the previous categories and try to predict the top five entries for next month instead of just the top one. Then tell us which category you're predicting for - it can be either the Stockmarket or any of the machine categories in Step Three. **REMEMBER - YOU CAN ONLY SUBMIT ONE JACKPOT CATEGORY!**

STEP SIX

Post the card (with a stamp!) to us to arrive not later than the closing date for this round (31st March). The address is: **ACE Stockmarket 30-32 Farringdon Lane London EC1R 3AU**

The first correct forecast for each category taken out of the hat will be the prize. If you get more than one entry correct, you'll be entered in further draws for each category, thus increasing your chances of winning a prize. And don't forget to include the Round Number!

THIS IS ROUND 17

Each month's competition has a round number so that we can correctly identify entries. You **MUST** include the round number on your postcard otherwise your entry may not be processed correctly.

THE RULES

- All entries must be received by March 31st 1991.
- No employees of ENAP or of any company involved in the production, distribution or sale of ACE Magazine are eligible for entry.
- Only one entry per household. Proof of posting not held as proof of delivery.
- We cannot undertake to deliver specific software titles as prizes, but rest assured that we will make every effort to ensure that the games get the adrenaline pumping!

ATARI ST

Powermonger	Electronic Arts	98.00
Speedball 2	Image Works	91.50
Exterminator	Audioogenic	80.00
Prince of Persia	Domark	80.00
Battle Command	Ocean	84.50

Powermonger is just about the only game that could dislodge Speedball 2. Audioogenic has hit a goldmine with Exterminator - it's in three of the format charts this month.

SPECTRUM

Pang	Ocean	98.00
North and South	Infogrames	93.00
WEC Le Mans	Hit Squad	91.00
F-16 Combat Pilot	Digital Integration	89.00
Operation Wolf	Hit Squad	90.50

An all-new Spectrum chart, with two strong fall price games at the top, and a couple of budget oldies holding their own.

HOW I CREATED MY CHART-BUSTING GAME

Extracts from the diary of Sir Hugh Pixel

My grandfather, Sir Digory Pixel, often remarked that the Upper Zambesi was no place for a youngster but it is to his missionary zeal - and the remote environment in which I was brought up - that I owe my tremendous success in today's computer entertainment market.

Together with my lady-wife Anna-Mane and Nene Scroot, my faithful nurse (now, alas, dead) I founded Fabulous Games Ltd in 1991. I had taken time off from the management of the estate to attend evening classes in Business Management when Scroot, returning from a particularly tough evening in the piggery, asked if I had ever played with a Game Boy.

To cut a very short story even shorter (and to omit my indignant reply to Scroot's impertinent enquiry about my schoolboy days), a week later we had incorporated our limited company (cost £150, with some help from the Glazen's Advice Bureau). I arranged a meeting with the bank to get the beneft of their advice and thanks to my business school training was able to strike a hard bargain with Mr Gabbitwaite, that I would give them the Leeds to Pixel Hall as security for any future loan facility. In return, they generously offered to lend me as much as I wanted at 10% over base

Then it was all hands to the deck. My wife immediately began knitting patterns for packaging and Scroot was despatched to California to pick up some games licenses. My own job was to drum up a spot of interest in the home country, with a view to maximising sell-through and generating a perceived asset value for our brands portfolio (yes, that business course certainly came in useful).

At this stage, disaster struck when we received news that Scroot had died in San Francisco, again early the innocent victim in a brawl over a bar of soap in a public bath house. All seemed lost when suddenly there arrived in the post a floppy disk, apparently posted by the hapless Scroot before her demise.

Inserting this into our newly acquired PC revealed it to be none other than a beta copy of Mutant Ninja Cricketers - although to my disappointment this was a misprint, the heroes of the game actually being cricketers, not cricketers. It did not seem to make much difference to the game, however.

My wife's patterns now completed, I then took the plunge and ordered 1000 pages of advertising in the computer press. My business course training really showed through here as I managed to 'barter' with the sales executives and get a very generous 1.5% discount off the rate card. We had agreed to supply firm, so it was off to Smakums (we don't have a Boots in our village) for a roll of

Kodachrome which we duly posted that afternoon.

Later that day I scored another remarkable success, cutting duplication costs dramatically following a very generous offer from the local computer club to carry out the necessary work at one of their 'social' evenings.

The big launch date was now looming rapidly. I booked a suite at the Savoy in London - a very proud moment for me, as it was there that my grandfather met my grandmother during a particularly enthusiastic celebration of the Wednesday Club. Invitations were sent to all the leading journalists, press was ordered, and my wife's patterns were carefully packed up for the journey to London.

Oh how jubilant we were when we arrived in the big city. And how thrilled we were when, thanks again to my business training, I was able to strike a very tough bargain with the attendant press, who (after an embarrassingly large amount of grog, I must confess), very generously agreed to cover Cricketers in their magazines.

This heavy investment paid off and the next week we were flooded with dozens of orders from a French distributor, whom - as business know-how again - I managed to knock down to a very generous 30 days credit for his 80% discount. And at the end of that week - oh glory! - we were top of the charts!

It is, however, with much regret that I have to announce that our total sales were only 48 copies. Pixel Hall, alas, must now be sold to satisfy the bank. The friendly executive who so happily accepted my bookings has become a ravelling wolf, and my wife and I, alas, are undone. And yet, I have to say that I am deeply optimistic about the future for our new company, Fabulous Games 2 Ltd, which...

ROMSOFT

3 ABBEY WALK, CHURCH STREET, ROMSEY, HANTS

TEL: SHOP & MAILORDER 0794 518268 FAX 0703 740048

TEL: SHOP & MAILORDER 0794 518268 FAX 0703 740048

**AMIGA ATARI C64 PC ENGINE
NINTENDO AND GAMEBOY
ATARI LYNX
SEGA MASTER SYSTEM
THE SEGA MEGADRIIVE 16 BIT**

ALSO SOFTWARE AND ACCESSORIES FOR ALL THE ABOVE MACHINES

COMMODORE AND ATARI PACKS IN STOCK

**PC ENGINE AND TURBOGRAFX
HANDHELDS AND GAMES IN STOCK**

**LARGEST SELECTION OF MEGADRIIVE
AND GAMEBOY SOFTWARE IN
HAMPSHIRE**

SEGA AND PC - ENGINE CARTRIDGE HIRE SERVICE

WE ACCEPT ACCESS AND VISA CARDS

HAMPSHIRE'S NEW COMPUTER CENTRE

AT LAST!!

A PREMIER TRADE SUPPLIER COMES DIRECT TO YOU - THE PUBLIC!

SAME
DAY
DESPATCH

ALL
PRICES
INC.
VAT

31/2" DISKS

Large or small users - we have the prices for you!

SONY D/S D/D 125 tel	
50's	2p each £21.00
100's	41p each £41.00
400's	33p each £134.00
800's	35p each £288.00
1200's	35p each £420.00
MITSUBISHI	
50's	30p £19.50
100's	35p £38.00
400's	30p £140.00
800's	32p £256.00
1200's	30p £360.00

All disks are PIN numbered and carry a 100% quality control/no quibble guarantee. Disk labels supplied

31/2" DISKS
FROM 80p
inc VAT

ACCESSORIES

Printer Stands (80 cm)	£6.50
Printer Stand with tray	£9.95
TM 4" 1/2" monitor stands for Amiga	£9.95
Monitor Arms fully adjustable with keyboard keeper	£59.95
Data Switches (2-way serial or parallel)	£15.95
Copy Holders (Range 80)	£3.95
A4 Desk Top Holder	£7.90
Mousmats (donated Simi) red, blue, grey	£2.95
Mousmats 5mm packaged	£2.95
Mousebrackets	£1.95
Amiga printer leads	£4.95
31/2" cleaning kits	£1.95
Amiga Disk Covers	£2.95
Amiga Screen Filters	£12.95
Roll of 1000 3 1/2" labels	£7.50
1000 Tractor feed labels	£9.95
Feedback II Calches to side of monitor for easy swapping of diskettes	£2.95
Keyboard Cleaner	£2.95

RAM EXPANSIONS

1/2 meg upgrade (without clock) ... £29.85

1/2 meg upgrade (with clock) ... £34.85

Features include: ON/OFF memory switch, auto recharge battery backed clock, 4 low power fasttrams

AMIGA SCREEN GEMS

Amiga Basic Inc Mouse and modulator
£29.85

Screen Gems £249.95
Amiga Starter Pack £465.00
Phone for details

POWER SUPPLY

Fully compatible replacement
Power Supply for Amiga 500

ONLY £38.95

JOYSTICKS

Quickshot II Turbo	£7.95
Quickshot III Turbo	£8.95
Competition Pro Colour	£9.95
Quickshot Jet Fighter	£12.95
Quickshot Super Board	£14.95
Quickshot III Super Charger	£7.95

SPECIALS

STAR LC-200 COL-PRINTER ... £209.95
STAR LC-24/200 COL-PRINTER ... £269.95
PHILIPS COLOUR MONITOR MHL £249.95
(ref CM88333)

3 1/2" 90/2 5 P plan 70 GSM Micro perf paper	
Pack 100	£2.50
Pack 250	£3.95
Pack 500	£7.95
Pack 1000	£15.95
Pack 2000	£16.95

DISK DRIVES

31/2" External disk drive for Amiga
Stainless design colour co-ordinated
throughport connector 1 year guarantee

ONLY £59.95

MICE

Amiga mouse, two button fully compatible as replacement	£19.95
Amiga 517 mouse, two button fully compatible replacement	£19.95
Natshe	£39.00

"OMC MOUSE DEAL" Replacement mouse +
mouse bracket +
mousemat

ONLY £22.95

STORAGE BOXES

31/2" 110 capacity box "Simplex"	£20.95 each
31/2" 110 capacity box see through "Vision 10"	£10.00 each
31/2" 160 capacity box lockable disk storage box	£3.50 each
31/2" 160 capacity box lockable disk storage box	£3.95 each
31/2" 180 capacity box lockable disk storage box	£4.30 each
31/2" 180 capacity box lockable disk storage box	£4.95 each
31/2" 180 capacity box lockable disk storage box	£6.50 each
31/2" 100SSD stackable box thais 150L	£15.95
31/2" 100SSD stackable box thais 90L	£3.95

All disk boxes are anti-static, Amiga beige, contain keys,
dividers and rubber feet (with the exception of 10 L)

PRINTER RIBBONS

	QTY1	QTY5	QTY10
Amstrad DMP2000/3000	£2.90	£2.60	£2.20
Amstrad DMP4000	£3.90	£3.60	£3.20
Amstrad PSW 8256/9512	£3.50	£3.20	£3.00
Amstrad PLW 95 12	£2.90	£2.60	£2.20
Brother HP15/20/25/35	£2.90	£2.60	£2.15
Brother M100/110/9	£3.90	£3.60	£3.20
Citizen 120/15/10	£2.90	£2.60	£2.40
Epson MX/FX80/85/800	£2.90	£2.70	£2.40
Epson MX100/105/1000	£3.90	£3.40	£3.10
Epson LX80/35	£2.90	£2.70	£2.40
Panasonic KXP 1080/81/82	£3.90	£3.70	£3.20
Star LC10	£2.90	£2.70	£2.40
Star LC10 4 colour	£5.90	£5.30	£5.00

PLEASE NOTE THAT THIS IS JUST A SMALL SELECTION OF OUR LARGE RANGE
TELEPHONE 0530-813591 FOR PRICING ON OTHER RIBBONS NOT LISTED

CONSOLES

Gameboy (Hand held) Inc Teins £69.95
Sega Megadrive (16 Bit) Inc Peda and Power Pack £139.00
Will run UK, American and Japanese Games £149.95
Above with free game

Japanese Game Adaptor £14.85

Super Famicom 16 Bit inc 2 games, 2 pads
and Power Pack £39.95
Nintendo Action Set Inc Control Deck, 2 controllers,
Zapper Gun and 2 games £69.00

Please note that we stock software for all the above
machines and Amiga. We also buy and
exchange 2nd hand cartridges

SOUND8LASTER

Twinn Stereo, amplified speaker system for
the Amiga Including Power Supply,
Cables and easy fitting instructions.

Pack also includes Corporation
(RRP £24.95) and Jumping Jackson
(RRP £19.95) and playable demo of
Lemmings

ONLY £49.99 inc VAT

TO ORDER

CHEQUES AND P.O.'S PAYABLE TO OMC LTD AND SEND
TO ADDRESS BELOW
CREDIT CARDS SIMPLY TELEPHONE YOUR
ORDER ON 0530 813591 (8 LINES)
FAX 0530 813585 FOR OUR IMMEDIATE ATTENTION



THE ORIGINAL MEDIA COMPANY LTD

DEPT AF, MEDIA HOUSE, UNIT 14, ASHBY ROAD,
COALVILLE, LEICS LE6 2LA

TEL 0530 813591/0860 922 436 FAX 0530 813595

Trade a/c's welcome. All prices include VAT. Corporate, education orders welcome. Personal callers welcome



O.M.C
Ltd

POSTAGE: £3.50
CARRIAGE: £3.50

HARD SELL

Here it is: the one and only hardware guide to give you COMPLETE details on the machines you're most likely to upgrade to, including that all-important criterion of software availability.

The ACE Hardware Guide comes in two sections: 16-bit upgrades (this month); and consoles (next month). Please note, we do our best to ensure that all information is correct and update the section regularly, but we cannot be held responsible for any errors.

ACORN ARCHIMEDES

Models: Archimedes 310, 3000, 410 Q0, 440.

Package: keyboard, mouse and drive keyboard mouse and drive joystick/mouse (colour or mono).

Memory: 3000 512K, 310 1Mb, 410 1Mb, 420 2Mb, 440 4Mb.

Processor: Acorn ARM.

MP: Prices range from £789.97 for A3000 alone to £2644.60 for A440 with colour monitor.

Contact: Acorn 0223 245200.

IN BRIEF

At the cutting edge of micro technology Acorn's ARM is about the latest thing this side of a Cray. This very exciting machine - although getting admirers since the introduction of the A3000 - still lacks a good games software base and is left left to the enthusiasts.

GRAPHICS

Resolution: 320 x 256 or 640 x 256 with normal monitors; 640 x 512 available with multi-sync monitors.

Palette: 4096.

Colours: From mono up to 256 (320 x 256) or 16 (640 x 512).

TV: No.

Monitor Output: Mono composite video, colour - RGB + sync.

Monitor Supplied: Depends on

package bought.

Monitor Options: Acorn dedicated 14 inch medium res. colour; 12 inch high res mono, Multi-sync colour.

Sprites: 8.
Speed: Illustrious.

SOUND

Speaker Quality: Good.
MIDI: With extra hardware.
Stereo Output: Yes.

Performance: 16 channels (8 stereo pairs), 8 octaves, 1 internal speaker.

HARDWARE

Disk Formats: 3.5 inch - 800K.

Disk Price: From £1.20 upwards.

Disk Performance: Good and fast.

Keyboard: 103 keys with programmable auto-repeat. Early keyboards have a cheap feel given the quality of the machine.

Joystick/Mouse: 3 button mouse, 1 support for joysticks.

Interfaces: 25 pin D parallel, 9 pin mouse, 3.5mm stereo headphone jack, 64 way din, 41612 expansion port, IEC 320 video outlet, I/O interfaces.

SOFTWARE

Existing Software Base: Still very limited. Some games available most software is for productivity and business.

Current Releases: See above. Games: Most famous are Zarch (4096) and Conqueror. But there have been several impressive one-off titles released recently.

Graphics: Potential is enormous. Some excellent packages available.

Music: Like graphics, but develop extremely shy.

Prospects: Limited. Even the cheaper models find it tough competing with SIs and Amigas.

Software Loading: Very reliable.

BUYLINES

Best Buy Price: As RRP.

Second Hand Availability: Still scarce, some 305 and 310s starting to appear but expect to pay for them.

Maintenance: One year's guarantee. Return to faulty machines dealer.

APPLE MACINTOSH

Models: Classic, SE/30, LC, IIfx.

Package: Monitor with built-in CPU and disk drive, separate keyboard.

Memory: 1Mb (Classic 1), 2Mb (Classic 2, SE/30, LC & IIfx), 5Mb (IIfx).

Processor: Motorola 68000 (SE/30, 68020 (LC), 68030 (SE/30, IIfx).

Recommended Retail Price: Classic 1 £575, Classic 2 £895, SE/30 £2395 (inc 40Mb hard disc), LC £235 (inc 40Mb hard disc), IIfx £2295 (2Mb+40Mb hard disc), £2845 (5Mb+40Mb hard disc), £2995 (5Mb+80Mb) (all ex VAT).

Contact: Apple 081-569-1199.

IN BRIEF

A very expensive up-market machine for those keen on desktop publishing, WIMP systems and top-of-the-range software. Release of the Classic range an exciting move for wannabe Mac owners. Software is very expensive. Quite a few games in the US, but few over here. Good for MIDI musicians but be prepared to pay through the nose for software.

GRAPHICS

Resolution: Classic & SE 512 x 342, LC 640 x 480, IIfx 640 x 480 (colour) & 640 x 870 (grey).

Palette: Classic & SE are black and white, LC 256, IIfx 256 or 16 greys in max res.

Colours: 256 with colour monitor.

TV: No.

Monitor Output: Integral monitor.

Monitor Supplied: Yes.

Monitor Options: Hi res mono & colour available for LC & IIfx.

Sprites: None.

Speed: Classic 1, Classic 2, SE/30 & LC reasonably fast; IIfx very fast.

SOUND

Speaker Quality: Good.

MIDI: Third party interfaces available.

Stereo Output: Yes, yes, rest no.

Performance: 4 channels give good performance.

HARDWARE

Disk Format: 3.5 inch - 1.44Mb.

Disk Price: £1.50 - £2.00.

Disk Performance: Generally fast.

Keyboard: Separate with 81 keys including function keys and numeric key pad. Optional extra is the Apple Extended keyboard with 105 keys.

Joystick/Mouse: Joystick is not supported. High quality single button mouse is supplied with machine.

Interfaces: SE/30 - Apple Desktop Bus connector, 2 RS232C/RS422 serial; external disk drive, 96 pin Euro-DIN expansion slot, SCSI - DB-25 connector.

tor; external audio amplifier; IIs - 2 RS232C/RS422 serial; DB-25 SCSI, T.

SOFTWARE

Existing Software Base: A very wide base exists in all fields except games.

Current Releases: Adequate, though largely of US origin and in the business or DTP field.

Games: Very few arcade titles but plenty of icon driven adventures.

Graphics: Lots of interesting software for those interested in DTP publishing.

Music: Very well supported for MIDI software - but it's expensive to boot.

Prospects: As always, excellent - especially in business and DTP.

Software Loading: Quick and reliable.

BUYLINES

Best Buy Price: Generally the RRP - Macs are only sold through dealerships. Ask for a discount for cash.

Second Hand Availability: Scarce and expensive. A better market exists in older models but these are best avoided.

Maintenance: One year's guarantee. Apple offers AppleCare - "insurance" you take out to cover the cost of repairs after the guarantee has run out.

ATARI ST



Models: Atari 520STFM, 520STE, 1040STE, Mega STx, Stacy.

Package: 520 and 1040 have keyboard with built-in disk drive. Mega versions have separate keyboard.

Power Pack: Includes 520STE with light gun, joystick and £400 of "free" software.

"Discovery" pack: includes similar value software to Power pack but with an STFM and an educational bent.

Memory: 520STFM and 520STE 512K, 1040STE 1Mb, Mega STx 1, 2 or 4Mb, Stacy 2 or 4Mb. STE machines expand internally to 4Mb.

Processor: Motorola 68000.

Recommended Retail Price: 520STE (Power Pack) £399, 1040STE (Discovery Pack) £299, 1040STE £499, Stacy N/A.

Contact: Atari 0753 333444.

IN BRIEF

Excellent as a general purpose home machine for games, small business and productivity. It's this number one choice for MIDI musicians. The ST's price still gives it a slight edge over the graphically more advanced

Amiga. The new baby ST - Stacy - is tipped by Atari to be the musician's

portable since it is a complete 2Mb or 4Mb ST with hard disk and mono monitor in a small box

GRAPHICS

Resolution: Low-res 320 x 200; medium res 640 x 200, high res 640 x 400

Palette: STFM 512, STE 4096, Stage 2 Colours: 16 black and white in high-res, 4 colours in medium-res, 16 in low res.

TV: Yes, Not Stacy

Monitor Output: STFM models only, others through TV modulator

Monitor Supplied: No, Stacy has integral LCD monitor

Monitor Options: Atari monitors 5M124 high-res mono, 5C1442 med res colour

Speakers: 1

Speed: Fast
All high resolution display is only available on monochrome monitors; medium and low res displays only available on colour monitors or TVs. Blitter fitted to late STMs (standard on STE) improves the GEM access.

SOUND

Speaker Quality: Depends on monitor

MIDI: Yes

Stereo Output: STE only

Performance: 3 channel sound is average to good depending on software. STE features 8 bit PCM sound but no current software uses it.

HARDWARE

Disk Format: 3 1/2 inch - 720K

Disk Price: £1.20 to £1.50

Disk Performance: Reliable and fast. Early machines were supplied with a single-sided disk drive

Keyboard: 36 keys including 10 functions keys. Has a cheap feel which can be improved with third party spring kits

Joystick/Mouse: 2 joystick ports are standard, 2 button mouse is supplied with machine. Stacy is supplied with a trackball

SOFTWARE

Existing Software Base: Excellent. A few budget titles are starting to appear now

Current Releases: None of the major software houses ignore the ST so it is well served with plenty of good software

Gamas: Across the board

Graphics: Good with some excellent software to manipulate them

Music: Excellent. Plenty of sound samplers, editors and MIDI software make this the musician's choice.

Prospects: Very good, but the Amiga is presently the favourite with software houses in the UK and the ST has failed to capture a market in the States

Software Loading: Several software companies now supply their games on one double sided disc, often using the second side for extra graphics or sound, meaning single-sided disc owners either miss out on some of the frills or miss worse

have to send off for two single-sided discs. The alternative two single-sided discs entail tedious disc swapping - which is equally annoying newer owners

BUYLINES

Best Buy Price: As RRP. Watch out for the twice yearly bundles.

Second Hand Availability: Very common and quite cheap. STs do not hold their value well - beware very old, single sided machines

Maintenance: One year's guarantee. Return to dealer if faulty

COMMODORE AMIGA



Models: Amiga A500, A1500; A2000, A3000

Package: A500 has keyboard and built in drive with separate PSU. A1500 and A2000 have separate keyboard with built-in (fan assisted) PSU. A3000 is a very powerful machine indeed

Memory: A500 512K; A1500 & A2000 1Mb, A3000

Processor: 500/500/2000 Motorola 68000, A3000 68030, 15 or 25MHz

Recommended Retail Price: A500 £NA; Screen Gems £399.99, Flight of Fantasy Pack £399.99; Class Of The 90s pack £579.99 (all packs inc A500, A1500 from £999, A2000 from £1199/£1050/£20Mb hard disk; A3000 from £1360/£5200/£40Mb hard disk) (All prices inc VAT).

Contact: Commodore 0628 770088

IN BRIEF

A stunning specification with custom chips to rival almost everything around, the Amiga is the first choice for the most exigent of games players and video professionals. After an initially shaky start the machine continues to set extremely well and has overtaken the ST in the UK, though the latter machine still has a slightly larger installed base. The A1500 is near-identical spec wise to the A2000, but cheaper. The A3000 is a top-end workstation substitute; includes Workbench 2, featuring enhanced icons, file handling, and security features plus Amiga Vision, a multi media programming tool. A3000 also comes in three configurations, ranging from a 16MHz/40Mb hard disk to a 25MHz/100Mb disk.

GRAPHICS

Resolution: From 320 x 200 to 640 x 400 (more possible in software)

Palette: 4096

Colours: 2, 4, 8, 16, 32, 64 or 4096

TV: With modulator

Monitor Output: SCART + compos

ite video in monochrome

Monitor Supplied: No

Monitor Options: C1084 £349.99

Sprite: 16 in hardware + unlimited

8095 from software

Speed: Very fast with good software

SOUND

Speaker Quality: Depends on monitor

MIDI: No Third party Interfaces available

Stereo Output: 2 phono connectors

Performance: Among the best around. Custom hardware squeezes 9 octaves of 16-bit digital sound into the four channels

HARDWARE

Disk Format: 3 1/2 inch - 637K. A3000 40/100Mbyte hard disk formatted

Disk Prices: £1.20 - £2.00

Disk Performance: Noisy and sluggish. Third party software is available to improve matters

Keyboard: 94 keys. 10 function keys and separate cursor cluster

Joystick/Mouse: 2 button mouse supplied as standard

Interfaces: Two joystick/mouse; stereo audio, external disk drive(s), RS232 serial, Centronics parallel printer, SCART RGB/video; composite monochrome video; expansion bus (internal on A500 & A2000, 32-bit on A3000); clock/memory expansion on A500 only; Internal PC expansion on A1500, A2000 and A3000

SOFTWARE

Existing Software Base: Similar to the ST

Current Releases: Everyone's doing them

Games: Something for everyone

Graphics: Quality and range is unsurpassed.

Music: Needs better support for MIDI. Internal sound software is well supported thanks to IFF standards.

Prospects: Excellent.

Software Loading: Noisy but usually reliable. Plagued by viruses

BUYLINES

Best Buy Price: Old Amiga 700s can be picked up cheaply enough but these lacked the extra graphics modes of later models. Try to find a good value pack.

Second Hand Availability: Becoming common. Best buys are late Amiga 500s with Kickstart 1.2

Maintenance: One year's guarantee. Return faulty machines to dealers.

IBM PC

Model: IBM's PC was the first PC to be accepted in large quantities (not the first PC) and remains the standard by which all others are judged. There are hundreds of clones and variations including offerings from Amstrad, Atari and

Commodore. In general, with PCs you pay for speed and better graphics standards. The extra money is worth it if you can afford it

Package: Depends on the manufacturer

tures although most are supplied with monitors. They can even be bought in kit form at no extra duty

Memory: Usually 512K or 640K

Can be anything from 64K to 1Mb

Always go for a 640K model

Processor: Intel 8088/8086 in line machine is sometimes replaces with the faster NEC V20/30. More expensive machines are based on Intel's much faster 286, 386/387, 386 and even the latest 486

Recommended Retail Price: Can be picked up for as little as £299 for a "no frills" machine. With top of the range 486 based clones - and the official IBM versions - the sky's the limit. Look for a good EGA or VGA model for between £750 and £1200

IN BRIEF

Superb value if you want the ultimate all-rounder, the PC still brings its business oligopoly. Almost every major software house now ports the titles to the PC but these remain limited by the constraints of the basic (most common) machines - which means they tend to be limited in sound and graphics. Definitely NOT first choice if entertainment is your preferred use for computers, or if you cannot afford the better EGA or VGA models (which are really essential for good games playing)

GRAPHICS

The first PCs weren't fitted with graphics as standard but most clones incorporate the necessary hardware and come with a monitor. These are the main standards: CGA - a new but all too common colour display. EGA about the lowest colour display worth considering. VGA - an Amiga/ST beating display; and Hercules monochrome. EGA or VGA are usually only fitted as extras to more expensive machines (Amstrad's PC2086 is one exception)

Resolution: CGA 320 x 200, EGA 640 x 350, Hercules 720 x 384, VGA 800 x 600

Palette: CGA 8 (in two fixed sets), EGA 64, VGA 256

Colours: CGA 4, EGA 16; VGA 16, Hercules 2

Monitor Output: TTL RGB/RGBI

(CGA); analogue RGB (EGA/VGA)

Monitors Options: Vast. Many monitors are dedicated to just one or two modes - some have amber, green or white monochrome displays - check before buying

Speakers: None

Speed: From very slow 8088 - to very fast 80486

SOUND

Speaker Quality: Built-in sound is very poor. Third-party add-on sound boards such as Roland (£800) and A&L (£1500) - which is fast becoming standard - provide synthesiser-quality

**WORLDWIDE
SOFTWARE**
106A Chillwell Rd,
Beeston,
Nottingham NG9
1ES



WORLDWIDE SOFTWARE



**WORLDWIDE
SOFTWARE**
106A Chillwell Rd.
Beeston,
Nottingham. NG3
1ES

★ FREE Catalogue disk (plus latest demos when available) with every order over £10 (Amiga and ST only)

★ All orders despatched by 1st class post

★ Quality products at keener prices

★ 7 Day 24 hour ordering

* Credit card accounts debited only on despatch of goods

★ Complete customer satisfaction is our aim

Order by Telephone:

Credit card order telephone lines

0602 252113 0602 225368

by Fax:

Fax your order with credit card details:

0602 430477

by Mail:

☐ Send payment with order

Please give your name, address, telephone no., software title, price advertised and computer type

Worldwide Pack 1

Amiga Second Drive + any 3 software titles with our advertised price or £17.95 or less.

ONLY £109.99

Worldwide Pack 2

Amiga A500 Screen Gems Pack
+1/2 meg upgrade + second drive
+ any 2 software titles with our
advertised price of £22.95 or less

ONLY £529.99

Worldwide Park 3

ST Second Drive and any 3 software titles with our advertised price of \$17.95 or less.

ONLY £114.95

AMIGA ST SOFTWARE

Project Apollo	1.99	81.99
U.S. Submarine Attack	1.99	81.99
8 LIVES	1.99	71.99
A10 Tank Killer	2.08	
Acid Rain	2.08	
Against Corruption	2.09	20.09
Advanced Tactical Fighter 2	1.19	17.19
Alcohol Detection	1.19	17.19
Annealing Spiral	0.95	80.95
AMCU	36.99	
Advanced Red of DCH	1.99	17.99
Animal Detection	1.99	17.99
Atomic Reactor	1.99	17.99
Attack on the Future II	1.75	17.75
Battle 1	1.75	17.75
Battle Command	1.75	17.75
Ballistics Control Tech	22.99	22.99
Battle 2	23.99	23.99
Bay the Sea	25.95	25.95
Beats the Sea	1.75	17.75
Black Hole at Arden	22.95	
Black Sea	24.95	24.95
Bombing	1.75	17.75
Brat	1.95	17.95
Brat 2 (Army) 1 meg	19.95	19.95
Burn Program	2.95	17.95
Calculus	1.95	17.95
Cassini	1.95	17.95
Cassini 2	1.95	17.95
Cast Up	1.95	17.95
Challenging Dragon	20.95	20.95
Challenging Dragon 2	20.95	20.95
Challenging Dragon 3	1.75	17.75
Challenging Dragon 4	1.75	17.75
Challenging Dragon 5	1.75	17.75
Challenging Dragon 6	1.75	17.75
Challenging Dragon 7	1.75	17.75
Challenging Dragon 8	1.75	17.75
Challenging Dragon 9	1.75	17.75
Challenging Dragon 10	1.75	17.75
Challenging Dragon 11	1.75	17.75
Challenging Dragon 12	1.75	17.75
Challenging Dragon 13	1.75	17.75
Challenging Dragon 14	1.75	17.75
Challenging Dragon 15	1.75	17.75
Challenging Dragon 16	1.75	17.75
Challenging Dragon 17	1.75	17.75
Challenging Dragon 18	1.75	17.75
Challenging Dragon 19	1.75	17.75
Challenging Dragon 20	1.75	17.75
Challenging Dragon 21	1.75	17.75
Challenging Dragon 22	1.75	17.75
Challenging Dragon 23	1.75	17.75
Challenging Dragon 24	1.75	17.75
Challenging Dragon 25	1.75	17.75
Challenging Dragon 26	1.75	17.75
Challenging Dragon 27	1.75	17.75
Challenging Dragon 28	1.75	17.75
Challenging Dragon 29	1.75	17.75
Challenging Dragon 30	1.75	17.75
Challenging Dragon 31	1.75	17.75
Challenging Dragon 32	1.75	17.75
Challenging Dragon 33	1.75	17.75
Challenging Dragon 34	1.75	17.75
Challenging Dragon 35	1.75	17.75
Challenging Dragon 36	1.75	17.75
Challenging Dragon 37	1.75	17.75
Challenging Dragon 38	1.75	17.75
Challenging Dragon 39	1.75	17.75
Challenging Dragon 40	1.75	17.75
Challenging Dragon 41	1.75	17.75
Challenging Dragon 42	1.75	17.75
Challenging Dragon 43	1.75	17.75
Challenging Dragon 44	1.75	17.75
Challenging Dragon 45	1.75	17.75
Challenging Dragon 46	1.75	17.75
Challenging Dragon 47	1.75	17.75
Challenging Dragon 48	1.75	17.75
Challenging Dragon 49	1.75	17.75
Challenging Dragon 50	1.75	17.75
Challenging Dragon 51	1.75	17.75
Challenging Dragon 52	1.75	17.75
Challenging Dragon 53	1.75	17.75
Challenging Dragon 54	1.75	17.75
Challenging Dragon 55	1.75	17.75
Challenging Dragon 56	1.75	17.75
Challenging Dragon 57	1.75	17.75
Challenging Dragon 58	1.75	17.75
Challenging Dragon 59	1.75	17.75
Challenging Dragon 60	1.75	17.75
Challenging Dragon 61	1.75	17.75
Challenging Dragon 62	1.75	17.75
Challenging Dragon 63	1.75	17.75
Challenging Dragon 64	1.75	17.75
Challenging Dragon 65	1.75	17.75
Challenging Dragon 66	1.75	17.75
Challenging Dragon 67	1.75	17.75
Challenging Dragon 68	1.75	17.75
Challenging Dragon 69	1.75	17.75
Challenging Dragon 70	1.75	17.75
Challenging Dragon 71	1.75	17.75
Challenging Dragon 72	1.75	17.75
Challenging Dragon 73	1.75	17.75
Challenging Dragon 74	1.75	17.75
Challenging Dragon 75	1.75	17.75
Challenging Dragon 76	1.75	17.75
Challenging Dragon 77	1.75	17.75
Challenging Dragon 78	1.75	17.75
Challenging Dragon 79	1.75	17.75
Challenging Dragon 80	1.75	17.75
Challenging Dragon 81	1.75	17.75
Challenging Dragon 82	1.75	17.75
Challenging Dragon 83	1.75	17.75
Challenging Dragon 84	1.75	17.75
Challenging Dragon 85	1.75	17.75
Challenging Dragon 86	1.75	17.75
Challenging Dragon 87	1.75	17.75
Challenging Dragon 88	1.75	17.75
Challenging Dragon 89	1.75	17.75
Challenging Dragon 90	1.75	17.75
Challenging Dragon 91	1.75	17.75
Challenging Dragon 92	1.75	17.75
Challenging Dragon 93	1.75	17.75
Challenging Dragon 94	1.75	17.75
Challenging Dragon 95	1.75	17.75
Challenging Dragon 96	1.75	17.75
Challenging Dragon 97	1.75	17.75
Challenging Dragon 98	1.75	17.75
Challenging Dragon 99	1.75	17.75
Challenging Dragon 100	1.75	17.75
Challenging Dragon 101	1.75	17.75
Challenging Dragon 102	1.75	17.75
Challenging Dragon 103	1.75	17.75
Challenging Dragon 104	1.75	17.75
Challenging Dragon 105	1.75	17.75
Challenging Dragon 106	1.75	17.75
Challenging Dragon 107	1.75	17.75
Challenging Dragon 108	1.75	17.75
Challenging Dragon 109	1.75	17.75
Challenging Dragon 110	1.75	17.75
Challenging Dragon 111	1.75	17.75
Challenging Dragon 112	1.75	17.75
Challenging Dragon 113	1.75	17.75
Challenging Dragon 114	1.75	17.75
Challenging Dragon 115	1.75	17.75
Challenging Dragon 116	1.75	17.75
Challenging Dragon 117	1.75	17.75
Challenging Dragon 118	1.75	17.75
Challenging Dragon 119	1.75	17.75
Challenging Dragon 120	1.75	17.75
Challenging Dragon 121	1.75	17.75
Challenging Dragon 122	1.75	17.75
Challenging Dragon 123	1.75	17.75
Challenging Dragon 124	1.75	17.75
Challenging Dragon 125	1.75	17.75
Challenging Dragon 126	1.75	17.75
Challenging Dragon 127	1.75	17.75
Challenging Dragon 128	1.75	17.75
Challenging Dragon 129	1.75	17.75
Challenging Dragon 130	1.75	17.75
Challenging Dragon 131	1.75	17.75
Challenging Dragon 132	1.75	17.75
Challenging Dragon 133	1.75	17.75
Challenging Dragon 134	1.75	17.75
Challenging Dragon 135	1.75	17.75
Challenging Dragon 136	1.75	17.75
Challenging Dragon 137	1.75	17.75
Challenging Dragon 138	1.75	17.75
Challenging Dragon 139	1.75	17.75
Challenging Dragon 140	1.75	17.75
Challenging Dragon 141	1.75	17.75
Challenging Dragon 142	1.75	17.75
Challenging Dragon 143	1.75	17.75
Challenging Dragon 144	1.75	17.75
Challenging Dragon 145	1.75	17.75
Challenging Dragon 146	1.75	17.75
Challenging Dragon 147	1.75	17.75
Challenging Dragon 148	1.75	17.75
Challenging Dragon 149	1.75	17.75
Challenging Dragon 150	1.75	17.75
Challenging Dragon 151	1.75	17.75
Challenging Dragon 152	1.75	17.75
Challenging Dragon 153	1.75	17.75
Challenging Dragon 154	1.75	17.75
Challenging Dragon 155	1.75	17.75
Challenging Dragon 156	1.75	17.75
Challenging Dragon 157	1.75	17.75
Challenging Dragon 158	1.75	17.75
Challenging Dragon 159	1.75	17.75
Challenging Dragon 160	1.75	17.75
Challenging Dragon 161	1.75	17.75
Challenging Dragon 162	1.75	17.75
Challenging Dragon 163	1.75	17.75
Challenging Dragon 164	1.75	17.75
Challenging Dragon 165	1.75	17.75
Challenging Dragon 166	1.75	17.75
Challenging Dragon 167	1.75	17.75
Challenging Dragon 168	1.75	17.75
Challenging Dragon 169	1.75	17.75
Challenging Dragon 170	1.75	17.75
Challenging Dragon 171	1.75	17.75
Challenging Dragon 172	1.75	17.75
Challenging Dragon 173	1.75	17.75
Challenging Dragon 174	1.75	17.75
Challenging Dragon 175	1.75	17.75
Challenging Dragon 176	1.75	17.75
Challenging Dragon 177	1.75	17.75
Challenging Dragon 178	1.75	17.75
Challenging Dragon 179	1.75	17.75
Challenging Dragon 180	1.75	17.75
Challenging Dragon 181	1.75	17.75
Challenging Dragon 182	1.75	17.75
Challenging Dragon 183	1.75	17.75
Challenging Dragon 184	1.75	17.75
Challenging Dragon 185	1.75	17.75
Challenging Dragon 186	1.75	17.75
Challenging Dragon 187	1.75	17.75
Challenging Dragon 188	1.75	17.75
Challenging Dragon 189	1.75	17.75
Challenging Dragon 190	1.75	17.75
Challenging Dragon 191	1.75	17.75
Challenging Dragon 192	1.75	17.75
Challenging Dragon 193	1.75	17.75
Challenging Dragon 194	1.75	17.75
Challenging Dragon 195	1.75	17.75
Challenging Dragon 196	1.75	17.75
Challenging Dragon 197	1.75	17.75
Challenging Dragon 198	1.75	17.75
Challenging Dragon 199	1.75	17.75
Challenging Dragon 200	1.75	17.75
Challenging Dragon 201	1.75	17.75
Challenging Dragon 202	1.75	17.75
Challenging Dragon 203	1.75	17.75
Challenging Dragon 204	1.75	17.75
Challenging Dragon 205	1.75	17.75
Challenging Dragon 206	1.75	17.75
Challenging Dragon 207	1.75	17.75
Challenging Dragon 208	1.75	17.75
Challenging Dragon 209	1.75	17.75
Challenging Dragon 210	1.75	17.75
Challenging Dragon 211	1.75	17.75
Challenging Dragon 212	1.75	17.75
Challenging Dragon 213	1.75	17.75
Challenging Dragon 214	1.75	17.75
Challenging Dragon 215	1.75	17.75
Challenging Dragon 216	1.75	17.75
Challenging Dragon 217	1.75	17.75
Challenging Dragon 218	1.75	17.75
Challenging Dragon 219	1.75	17.75
Challenging Dragon 220	1.75	17.75
Challenging Dragon 221	1.75	17.75
Challenging Dragon 222	1.75	17.75
Challenging Dragon 223	1.75	17.75
Challenging Dragon 224	1.75	17.75
Challenging Dragon 225	1.75	17.75
Challenging Dragon 226	1.75	17.75
Challenging Dragon 227	1.75	17.75
Challenging Dragon 228	1.75	17.75
Challenging Dragon 229	1.75	17.75
Challenging Dragon 230	1.75	17.75
Challenging Dragon 231	1.75	17.75
Challenging Dragon 232	1.75	17.75
Challenging Dragon 233	1.75	17.75
Challenging Dragon 234	1.75	17.75
Challenging Dragon 235	1.75	17.75
Challenging Dragon 236	1.75	17.75
Challenging Dragon 237	1.75	17.75
Challenging Dragon 238	1.75	17.75
Challenging Dragon 239	1.75	17.75
Challenging Dragon 240	1.75	17.75
Challenging Dragon 241	1.75	17.75
Challenging Dragon 242	1.75	17.75
Challenging Dragon 243	1.75	17.75
Challenging Dragon 244	1.75	17.75
Challenging Dragon 245	1.75	17.75
Challenging Dragon 246	1.75	17.75
Challenging Dragon 247	1.75	17.75
Challenging Dragon 248	1.75	17.75
Challenging Dragon 249	1.75	17.75
Challenging Dragon 250	1.75	17.75
Challenging Dragon 251	1.75	17.75
Challenging Dragon 252	1.75	17.75
Challenging Dragon 253	1.75	17.75
Challenging Dragon 254	1.75	17.75
Challenging Dragon 255	1.75	17.75
Challenging Dragon 256	1.75	17.75
Challenging Dragon 257	1.75	17.75
Challenging Dragon 258	1.75	17.75
Challenging Dragon 259	1.75	17.75
Challenging Dragon 260	1.75	17.75
Challenging Dragon 261	1.75	17.75
Challenging Dragon 262	1.75	17.75
Challenging Dragon 263	1.75	17.75
Challenging Dragon 264	1.75	17.75
Challenging Dragon 265	1.75	17.75
Challenging Dragon 266	1.75	17.75
Challenging Dragon 267	1.75	17.75
Challenging Dragon 268	1.75	17.75
Challenging Dragon 269	1.75	17.75
Challenging Dragon 270	1.75	17.75
Challenging Dragon 271	1.75	17.75
Challenging Dragon 272	1.75	17.75
Challenging Dragon 273	1.75	17.75
Challenging Dragon 274	1.75	17.75
Challenging Dragon 275	1.75	17.75
Challenging Dragon 276	1.75	17.75
Challenging Dragon 277	1.75	17.75
Challenging Dragon 278	1.75	17.75
Challenging Dragon 279	1.75	17.75
Challenging Dragon 280	1.75	17.75
Challenging Dragon 281	1.75	17.75
Challenging Dragon 282	1.75	17.75
Challenging Dragon 283	1.75	17.75
Challenging Dragon 284	1.75	17.75
Challenging Dragon 285	1.75	17.75
Challenging Dragon 286	1.75	17.75
Challenging Dragon 287	1.75	17.75
Challenging Dragon 288	1.75	17.75
Challenging Dragon 289	1.75	17.75
Challenging Dragon 290	1.75	17.75
Challenging Dragon 291	1.75	17.75
Challenging Dragon 292	1.75	17.75
Challenging Dragon 293	1.75	17.75
Challenging Dragon 294	1.75	17.75
Challenging Dragon 295	1.75	17.75
Challenging Dragon 296	1.75	17.75
Challenging Dragon 297	1.75	17.75
Challenging Dragon 298	1.75	17.75
Challenging Dragon 299	1.75	17.75
Challenging Dragon 300	1.75	17.75
Challenging Dragon 301	1.75	17.75
Challenging Dragon 302	1.75	17.75
Challenging Dragon 303	1.75	17.75
Challenging Dragon 304	1.75	17.75
Challenging Dragon 305	1.75	17.75
Challenging Dragon 306	1.75	17.75
Challenging Dragon 307	1.75	17.75
Challenging Dragon 308	1.75	17.75
Challenging Dragon 309	1.75	17.75
Challenging Dragon 310	1.75	17.75
Challenging Dragon 311	1.75	17.75
Challenging Dragon 312	1.75	17.75
Challenging Dragon 313	1.75	17.75
Challenging Dragon 314	1.75	17.75
Challenging Dragon 315	1.75	17.75
Challenging Dragon 316	1.75	17.75
Challenging Dragon 317	1.75	17.75
Challenging Dragon 318	1.75	17.75
Challenging Dragon 319	1.75	17.75
Challenging Dragon 320	1.75	17.75
Challenging Dragon 321	1.75	17.75
Challenging Dragon 32		

AMGAST SOFTWARE[illegible]AMCA-5T SOFTWARE[illegible]

T C64 SOFTWARE

Atomic Rocket	7.90
Back to the Future Part 3	7.90
Chase HQ 2 (Greatest)	1.85
Crucio Master Delandry	7.89
Delandry	7.89
Dragon Dream	7.89
Entertainment	7.89
Galaxy	7.89
G-Soul	7.90
History of Funky Compilation	11.99
Golden Age	7.90
John Rabbit Run-Delandry	7.90
Mad	7.90
Predator 2	7.90
Run-Delandry	7.90
Robocop 2 (Greatest)	10.99
Shadow of the Great	19.85
Shadows of the Great	19.85
Super Off Road Race	7.90
Teenage Mutant Hero Turtles	9.90
Total Recall	7.90
Where's My Fun Compilation	11.90

SPECTRUM	WAVE	CASE
Atomic Rocket	7.90	
Back to the Future Part 3	7.90	
Chase HQ 2 (Greatest)	1.85	
Dragon Dream	7.89	
Entertainment	7.89	
Galaxy	7.89	
G-Soul	7.90	
History of Funky Compilation	11.99	
Golden Age	7.90	
John Rabbit Run-Delandry	7.90	
Mad	7.90	
Midnight Hysteria	7.90	
Run-Delandry	7.90	
Shadows of the Great	19.85	
Shadows of the Great	19.85	
Super Off Road Race	7.90	
Teenage Mutant Hero Turtles	9.90	
Total Recall	7.90	
Where's My Fun Compilation	11.90	

SEGA MEGADRIVE (IMPORT)

Flying Saucer
 Axi
 Barney
 Bismarck
 Burning Forest
 Dynamite Duke
 E. Seal
 Farnes
 Flying Saucer
 Forgotten Worlds
 Golden Age
 Haldie
 John Madden Football
 Monkey Mucus
 Moonlander
 Populism
 Reinforce Laments
 Star Cruiser
 Zen
 Super! Hang On
 Super-Monster Grand Prix
 Thunderforce 3
 Zany Golf

Europe other than UK Shipping

© 1996, Art &
Sci. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage or retrieval system, without permission in writing from the publisher.

© 1996 by John Wiley & Sons, Inc. For permission
to photocopy items of interest to the general public,
please contact John Wiley & Sons, Inc., Permissions
Department, 605 Third Avenue, New York, NY 10158-0001.

CE-50 paper mill: all ink, fast dispersion

Please make cheques or postal orders payable to Worldwide Software

ALL PRICES INCLUDE POSTAGE AND PACKING IN UK

NOT ALL TITLES RELEASED AT TIME OF GOING TO PRESS. TITLES AND PRICES ARE SUBJECT TO CHANGE.

© 2000 year class effect for age

Figure 1. The proposed model.

SEGA MASTER



Moonwalker, which I had a brief look at last month, is now available. Potential Master System buyers - wise people! - may be interested to know that if they go for the Master System+ pack (valuing for just under £100), they'll not only bundle in a copy of the Moonwalker game, but a video of the Michael Jackson film as well!

Okay, so the film may not be much cop, but it's got some nice SFX and you can't grumble when it's free, can you? Can you? The preview packaging I saw seemed to suggest that the game and video bundle are likely to be on sale separate from the System pack soon. At the time of writing Virgin Mastertronic didn't know how much the bundle would retail for, though it seems likely still to be around the price of a standard game cartridge, effectively giving you the video for free.

THE CYBER SHINOBI

So onto the new games. First off there's *The Cyber Shobis*, or *Shinobi Part 2* as the title screen has it, though what that makes *Shadow Dancer*, which I thought was the *Shinobi* sequel, is anybody's guess!

MEGADRIPE



No sooner have Electronic Arts unveiled the wonderful John Madden's Football, than the US branch of Sega announce

JOE MONTANA FOOTBALL



According to the Sega press release this is the much anticipated ultimate sports video game designed by the famous Super Bowl winner. It features 48 of Joe's on-air plays and calls, as well as his special comments and advice on the 16 opponent teams you get to

The action takes place on six jerky midway-scrolling levels. You have to kick and slash your way through hordes of maniac Zeed killers. By collecting power-ups you can improve the effectiveness of your sword and accumulate Ninjas power, which acts like a variable strength smart bomb. The action is non-stop but very tough, and some of the collision detection is a bit lousy. Fans of the original should enjoy this, but others may want to look elsewhere for their 'locks.

SUBMARINE ATTACK

Baldies is under attack from the dread underwater monstrosity, the Mela-creature. Only one man: Admiral Mikal and his submarine can save them. This blunk struggle between good and evil is depicted as a right-to-left scrolling shoot-em-up, with the usual power-ups and end-of-level baddies (which are pretty unimpressive and easy to kill). The game's fun, with some nicely drawn backgrounds, but a little easy. It shouldn't take the average player long to see all six levels.

DANAN - THE JUNGLE FIGHTER

Undoubtedly the best of the batch is *Danan*, a bash n' bounce brawl through four huge levels of scrolling jungles and castles. The sprites are large, the action is hot and the tasks are big and varied, with some exciting end-of-level clashes. I liked it - it reminded me a lot of the old arcade favourite *Rastan*. The only negative aspect is the way the screen flicks scrolls vertically, but it doesn't really affect play. And don't think four levels aren't that many - they're tough enough to keep even the best player going for a long, long while!

All three carts cost £29.99, and should be on the shelves of your local Sega dealer now.

© David Upchurch

choose from. You control whether the pass is a buffet or a lob, whether it's a short, flat or long arc bang bang going for the endzone. You control individual players as they dive for passes and extra yardage. On screen, watch the "Joe Cam" as Joe passes or gives you the high sign for a great play. Feel the energy of what it's like to be a football hero! This is all well and good, but how does it play? Guess we'll have to wait and see. Released in January in the US, you can expect to see it on import any time now.

This trend of licensing big US sports celebs for these sports sims seems to show no signs of slackening off. Future sports games include Pat Riley Basketball and James "Butter" Douglas Knockout Boxing.

GEAR GOSSIP

Joe Montana Football is also due to appear on Sega's colour handheld GameGear. The portable console comes bundled with the Coliseum arcade puzzle game, and other titles due to be available in time for the machines launch include Super Monaco GP (premiered in ACE Issue 39), GLOC, Shinobi and Golf. Sega anticipates that in all there will be at least 20 games available for the GameGear by the end of 1991.

According to Sega, the GameGear has sold over 40,000 units in its first two days of being on sale in Japan, and after one month of availability the backorders already exceed 600,000 units. Pretty impressive figures, eh?

LICENCE TO THRILL

Sega have several new third-party licensees writing games for the Megadrive. One of them, Taito, looks set to release at least one title that'll really push the Megadrive to the limits of its technical abilities. Of course I'm talking about *Space Invaders 91*. Bet you

DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the ten most popular machines, written from a personal viewpoint by other users...

can't wait to get you mids on that one. I know I can! Slightly more interesting is *Rastan Saga II* the follow-up to the com-op scrolling heck n' slash. Also due for release is *Sagania* - though I've no idea what that's about.

Our very own Virgin Mastertronic are due to bring out the conversion of Core's adventure classic *Corporation*, while Microsoft are developing *Predator II* and converting *Speedball II*. As yet there are no firm release details for any of the above.

SEGA SIM SENSATIONS

Some of the biggest arguments against buying a console is that you can't play in-depth simulation games on them. Well, this complaint should soon be a thing of the past with the release of 688 *Attack Sub* and Abrams *Battle Tank*.

In 688 *Attack Sub* you get to play the commanding officer of a modern nuclear sub. Taking on 18 missions from around the world, players can monitor the sounds and patterns of sonar, hug the ocean floor and have the submarines actually speak in English and Russian. True, 3D imaging of the ocean floor gives you a real sense of a submarine environment (it says here). Sounds pretty good fun for those wanting to pretend to be Sean Connery in *The Hunt For Red October*.

Abrams *Battle Tank* is set in World War II and allows you to play a tank commander fighting 8 missions against the Soviets (don't they mean Nazis?). All the action is depicted in realistic 3D. As opposed to the press release, the action is so real, you can almost smell the missile smoke.

Both games are due for release in July in the States, so we should see them soon after.

© David Upchurch

★ ★ SHEKHANA CONSOLES Est. since 1978 ★ ★



★ ★ ACCESS ★ ★ CREDIT CARDS LINE - 081-340-8565 ★ ★ VISA ★ ★



from £299.99



£69.99



from £129.99



£299.99



from £99.99

PC ENGINE

PC Engine Core Kits

• Joycon	
• Power Supply Unit	129.99
Control Pad	19.99
PC - UK Power Supply	12.99
S-Player Adaptor	24.99
Pro 1 Joystick	24.99
PC MFD-Joystick	24.99
Battmas	24.99
City Hunter	24.99
Cyber Core	24.99
Fantasy Zone	19.99
Fortage Soccer	28.99
Hockey in the Sky	19.99
Knight Rider	19.99
Kung Fu Master	19.99
Panache	19.99
Sinside	24.99
World Tanks	19.99
Tiger Road	19.99
Vigilante	24.99
Super VexiBall	24.99
Shinobi	24.99
Outrun	24.99
Street Fighter CD	39.99

NINTENDO GAMEBOY

Gameboy System - Tetris	69.99
Light Boy (inc. Wide Ray)	29.99
2 Player Cable	12.99
Gameboy Mini Backpack	12.99
Power Supply Unit	12.99
Game Light	9.99
Carry Case	12.99
Mini Rem-Con/Tetris/Metaphor	
Ox	19.99
Bamball	24.99
Battmas	24.99
Chase H.Q.	24.99
Bugs Bunny	24.99
CastleVania	24.99
Condemned	24.99
Double Dragon	24.99
Ninja Boy	24.99
Duck Tales	24.99
Goopie & Quest	24.99
Ghouster II	24.99
Hal Wrestering	24.99
Lode & Chase	24.99
Drifters	24.99
Nemesis	24.99
NFL Football	24.99
Northington Kart	24.99
Paper Boy	24.99
Robotcop	24.99
Teenage Turtles	24.99
Sportsman	24.99
Grimm 2	24.99
World Bowling	24.99

ALL ABOVE GAMES HAVE ENGLISH INSTRUCTIONS

SPECIAL OFFER
TEENAGE TURTLES
JAPANESE VERSION
ONLY £19.99

SEGA 8-BIT

Master System Plus	89.99
Two 2 Games + Quik	12.99
Quikshot Joystick	14.99
Quikshot Joystick	15.99
Ghouls n Ghosts	29.99
Monocle	29.99
Alien Buster	29.99
Aerial Assault	29.99
Assault City	24.99
Battle Outrun	29.99
Confusion Games	29.99
Chase H.Q.	29.99
Outrun	29.99
Double Dragon	29.99
Guarded	29.99
Golden Axe	29.99
Golf Mania	29.99
Impossible Mission	29.99
Indiana Jones	29.99
Operation Wolf	29.99
Paperboy	29.99
Beats Outrun	29.99
R-Type	29.99
J.B. Douglas Boxing	29.99
Ultimate II	29.99
Wonderboy 3	29.99
World Games	24.99
World Soccer	29.99
Gain Ground	29.99
World Cup Italia 90	29.99
Submarine Attack	29.99
Acas of Asia	29.99
Micky Mouse	29.99
Excess	29.99
Jungle Fighter	29.99

ATARI LYNX

Lynx Console - Cat Games	119.99
Main Power Supply	12.99
Rampage	29.99
Puzzleboy	29.99
Guarded	31.99
Slime World	29.99
Klax	31.99
Shanghai	31.99
Mr. Pichman	29.99

SEGA GAME GEAR

Sega Game Gear System	99.99
Game Gear - Games	119.99
Game Gear - any 4 Games	199.99
Power Supply Unit	14.99
G-Loc	24.99
Dangerous Seed	24.99
Darius II	39.99
Monoman Grand Prix	24.99
Plants	24.99
Wonderboy	24.99

NINTENDO FAMICOM

Famicom - Game (Scart)	299.99
Famicom - Game (Fam)	149.99
F-Zero	49.99
Super Mario 4	49.99
Samurai	49.99
Populium	49.99
Orasul 81	49.99
Final Fight	49.99
Pilot Wings	49.99
Akuma	49.99
S.D. Gundam	49.99

SEGA ADAPTOR

SEGA MEGADRIVE CONVERTER
TO ENABLE YOU TO RUN ALL
JAPANESE GAMES ON THE UK
OFFICIAL SYSTEM
£14.99

SEGA MEGADRIVE OFFER ONE IMPORTED MEGADRIVE

Sega Megadrive Pal or Scart
+ Control Pad + Power Supply
Unit. Works on British
TV's or on a Monitor. Run Japanese
and UK Software. **129.99**

OFFER TWO

Sega Megadrive
As Offer One + Games at your
choice up to £29.99 (only applies
to Jap) **149.99**
Sega Control Pad **14.99**
New Pro 2 Pad inc. Antiskid **19.99**
Arcade Power Stick **24.99**
Power Supply Unit **12.99**
Scart Lead **12.99**
Quikshot Joystick **14.99**
Pro 1 Joystick **24.99**
Quikshot Joystick **15.99**
8-Bit Converter **34.99**

SEGA MEGADRIVE OFFICIAL VERSION

Sega Megadrive - Allowed Best
Game **159.99**
As above + Free Game Adaptor
to run all Japanese Games
Worth £14.99 **179.99**

	Japanese Software	UK Software
Aero Blaster	34.99	34.99
Ar Diver	34.99	34.99
Alien Kid II	24.99	25.99
Alienoid Battle	29.99	
Amel Planner Golf	31.99	
Arrow Flash	39.99	
Baseball	31.99	
Battle Squadron	34.99	
Bulldozer	34.99	
Butter Douglas Boxing	39.99	
Crack Down	34.99	
Cutie	24.99	
Dangerous Seed	29.99	
Darius II	39.99	
Dynasty Duke	29.99	
Dr. Trick	29.99	39.99
Eswell	29.99	31.99
Elementor Seed	29.99	
Famicom	29.99	
F-Force World	31.99	
Gas Ground	34.99	
Genio	34.99	
Ghouls n Ghosts	34.99	39.99
Ghouls n Ghosts	29.99	39.99
Golden Axe	29.99	29.99
Grander	34.99	
Hard Driving	34.99	39.99
Heavy Unit	34.99	
Halfway	29.99	34.99
Joe Muskele Football	39.99	

JAPANESE SOFTWARE

UK Software	Price
John Madden Football	39.99
Last Bastion	29.99
Micky Mouse	34.99
Moon Walker	29.99
Mythic Defender	31.99
Phantasy Star II	
English	39.99
Populium	39.99
Rampage 2	29.99
Rastan Saga II	24.99
Revenge of Shinobi	31.99
Ringside Angels	54.99
Samurai Shinken	34.99
Sai Crusier	24.99
Stormlord	39.99
Sunder	34.99
Super Hang On	31.99
Super Nintendo G.P.	39.99
Super Thunderbolt	29.99
Sword of Sultan	34.99
Sword of Vermilion	44.99
Tachio Cap	34.99
Thunderforce 3	34.99
Wonderboy 3	34.99
World Cup 90	29.99
Zany Golf	24.99
Zinc	29.99

NINTENDO

Action Set	99.99
Quickshot Rhythmic	9.99
Quickshot Maverick 2	15.99
NES Adventure	29.99
Speed King	14.99
Adventure of Link	29.99
Best Outlets	34.99
Battman	39.99
Boys n Italy	34.99
Bubble Bottle	24.99
Dies of Thunder	39.99
Double Dragon II	39.99
Duck Tales	39.99
Federer Quist	29.99
Gravitar II	39.99
Ghouls n Ghosts II	34.99
Jack Nicholson Golf	34.99
Lightsaber	24.99
Mega Man II	24.99
Mega Tyan	29.99
Paper Boy	24.99
Pinboy	29.99
Probotector	29.99
Roadcop	39.99
Rygar	29.99
Shinobi Rattle n Roll	24.99
Sisith Art	29.99
Super Mario 2	39.99
Super Off Road Racer	34.99
Teenage Turtles	24.99
World Wrestling	34.99
Yakuza II	39.99

PC ENGINE PORTABLE

PC Engine Portable	299.99
Amibet Asxale GX 1000	79.99
Commodore C64GS Ccase	79.99

MAIL ORDER CUSTOMERS
CHEP PAYABLE TO S.E. SHEKHANA OFFICIAL MAIL ORDER
18000 PAYABLE TO PER SOFTWARE. C/FOR ACCESS CREDIT
CARD. MAIL ORDER. DEL. 45/10/10. P.A. 10/10. S. SHEKHANA
180000 PER YEAR. MAIL ORDER. P.A. 10/10. S. SHEKHANA
180000 PER YEAR. MAIL ORDER. P.A. 10/10. S. SHEKHANA
180000 PER YEAR. MAIL ORDER. P.A. 10/10. S. SHEKHANA

POSTAL CALLERS
CALL PURCHASE OFFICIAL MAIL ORDER. P.A. 10/10. S. SHEKHANA
180000 PER YEAR. MAIL ORDER. P.A. 10/10. S. SHEKHANA
180000 PER YEAR. MAIL ORDER. P.A. 10/10. S. SHEKHANA
180000 PER YEAR. MAIL ORDER. P.A. 10/10. S. SHEKHANA
180000 PER YEAR. MAIL ORDER. P.A. 10/10. S. SHEKHANA

OFFER CREDIT HOLDERS
ADDRESS AND CREDIT CARD. CREDIT CARD. CREDIT CARD
CREDIT CARD. CREDIT CARD. CREDIT CARD. CREDIT CARD
CREDIT CARD. CREDIT CARD. CREDIT CARD. CREDIT CARD
CREDIT CARD. CREDIT CARD. CREDIT CARD. CREDIT CARD

PLEASE NOTE OUR IMPORTED SEGA MEGADRIVE WILL RUN BOTH JAPANESE AND CURRENT OFFICIAL SOFTWARE. PLEASE NOTE MOST OF CONSOLE PRODUCTS ARE IMPORTED
ALL PRICES SUBJECT TO INFLATION. INFLATION FROM NOTICE. S.E. & S.

AMIGA



Budget software has always been a bit of a curate's egg. Until recently, the major players in the market have been skirting around the Budget market without necessarily committing. Sure, most companies have thrown out a few rereleases, but there's been a certain amount of reluctance to take the bull by the horns.

Virgin Mastertronic, however, have taken a very different view of the Amiga Budget scene and have launched into the market with a handful of critically acclaimed titles. Admittedly from their own back catalogue, the games cater for virtually every style of gamer. The Infocom adventures, once £40 givings available to a select few PC owners can now be enjoyed on the Amiga for a mere £7.

LOVE 'ER IN LEATHER

The Infocom range presents adventures with a wide range of plotlines. There's *Leather*

Goddesses of Phobos, for example, offering players a comic-book style romp through a game populated by domineering Space Amazons. The action can get pretty steamy, and you can even select the level of sauciness in the descriptions of each scene and action. (The original game featured a scratch and sniff card, perhaps thankfully omitted from the budget version).

SMOOTH AS SILKWORM

Acadue fantasies can find all the blasting they could possibly want in three of the best games to appear on the Amiga in recent years, all now available at this knock-down rate. *Silkworm*, from the Sales Curve features excellent two-player action. One player controls a jeep and the other a helicopter in a left-to-right scrolling blast. You're attacked by wave after wave of enemy craft, some forming into enormous flying fortresses in the air!

IT'S A GAS

Xenon, from the Bitmap Bros was rated by many magazines as their game of the month when it first appeared in 1987. Unlike many other shoot-em-ups, *Xenon* enables the player to change from an airborne space-fighter into a ground-going battle tank. Each faces particular obstacles and can be powered-up to a super-craft. Perhaps a little slow by today's frenetic standards, *Xenon* was a genuine breakthrough at the time and should be part of every discerning Amiga owner's catalogue.

So, it makes a nice change for Amiga owners perhaps second in line to PC gamers in the

most-expensive software stakes, to be able to play decent games and still have change from a tenner. Good job.

VIDEO VIEW

Ever wished you could harness the power of your Amiga and put it to good use for uses other than games? More and more hardware and utilities packages are emerging recently.

It's important to distinguish between useful packages which actually have some benefit based in realistic entertainment purposes rather than glorified science kits which measure the moisture levels in your daffodils' earth.

Video Editing systems are a prime example of the former type. Using Amiga systems you can now edit, caption and title your own video productions. So, instead of having to write the title of the program on the box and include the rubbishy BBC2 announcement so you can tell what's on the tape, you can produce a menu screen cataloguing what's on the tape, all what counter position.

Those brave enough to create their own video masterpieces, can add that professional touch with next level leads-ins. Your holiday in Marbella can now be properly announced thanks to your Amiga.

Once particularly decent price of kit for producing titles is the Videostudio from ZVP. It enables you to produce 3D animated titles to a pretty professional standard.

© Jim Douglas

ATARI ST



It's hard to keep up with Microdeal's outpouring of music products for the ST. It seems that you've just finished reviewing one sampler or music arranger when there's another one on the market.

The latest releases are *Quartet V1.5*, an update of the 4-channel "sample sequencer" and *Playback*, a stand out cartridge which gives the ST ST7 and STFM the stereo capabilities of the STE.

Quartet V1.5 is a must-have if you lament the ST's musical inferiority when compared to the Amiga. At the normal price of £49.95 it's reasonable, but at the introductory offer price of £24.95 it's irresistible.

Running on any ST without the need for additional hardware, it's very much intended to give the ST the same sort of sample-sequencing abilities as the Amiga, offering four sampled voices (which can be chosen from the 100-sound library provided, or imported from Microdeal's *Replay* or other popular samplers).

Since the samples are replayed at up to 16KHz, quality is good; you can listen to the sounds through a TV monitor, or ideally a *Replay* cartridge. Sample processing software lets you loop, filter or repeat samples

before adding them to the 20-voice library which is available for each *Quartet* composition (these can be saved as Voice Sets).

Quartet's main display has a conventional musical staff on which you can enter notes by selecting their value from a menu box, clicking on the required screen position, and sliding to the correct pitch. This is a tedious and repetitive process, but you can enter notes much faster directly from a MIDI keyboard.

You can test the music for an individual voice or for the whole composition, and once you have the basic composition laid down, you can add to it by inserting voice change messages, loop points (which can be "nested" up to 100 times so you have loops within loops), note links, slides, transpositions and so on.

The results can sound very professional with a little patience, and the package includes routines which allow you to include *Quartet* compositions in your own programs written in assembler, Basic or C, so *Quartet* is just as suitable as a development tool as it is for making around entertaining yourself.

Version 1.5 allows STE owners to output through the stereo ports, simply by pressing F5. Voices 1 and 2 go through the left channel, voices 3 and 4 through the right. For ST, ST7 and STFM owners, pressing F4 will route output through the *Playback* stereo cartridge. If you already have *Quartet V1*, you can upgrade to the double-sized V1.5 disk, which includes the new program, more demo music and samples, for £3. If you want to upgrade to the new versions of all three *Quartet* disks, which again have extra demos and samples on side 2, it will cost £6, and don't forget to return your original disks to Microdeal.

The other new product, *Playback*, is an unassuming-looking grey box, which plugs into the cartridge port, and has two phono socket outputs, which allow you to

connect it to an external amplifier. It's compatible with *Quartet*, *Replay V11*, *Replay Professional* and *MasterSound* II software, adding stereo capability to what were mono samplers. But remember it's not a sampler itself, if you want to digitise your own sounds, you have to have one of Microdeal's other hardware samplers.

Normal price is £29.95, but again there's an introductory offer price of £19.95. Even at this low price you might not think it worth the bother, but the *Playback* package also includes *Drumbeat*, a sophisticated 2-channel drum sequencer program which allows "kits" of up to 15 samples to be assembled, up to 50 drum patterns can be composed and held in memory at once, then assembled into 10 songs, each of up to 99 steps. You can alter timing values and insert triplets, and control tempo internally or from an external MIDI clock, which makes *Drumbeat* a good alternative to a cheap MIDI drum machine.

In the package you also get a *Quartet Demo Driver*, which allows you to combine your own *Quartet* compositions, graphic displays and scrolling messages (in colour or hires mono mode). Lastly, the package includes stereo output drivers written in HiSoft Basic, GFA Basic, STOS and machine code, so you can incorporate stereo sound into your own programs.

Since Microdeal are encouraging ST software developers to make their programs *Playback* compatible, and public domain libraries are supporting *Quartet* with additional tunes and samples, it looks as if nothing can stop Microdeal's domination of the ST amateur music market. Well played.

Microdeal, PO Box 58, St Austell, Cornwall, PL25 4YB, Tel. 0726 68020

©Chris Jenkins

SPECTRUM



With very little original home-grown software on the Spectrum market at the moment it's a (mixed) blessing that there are some software houses out in the big world that don't necessarily rely upon big firm licences, coin slot conversions or named products (like Lotus) to sell the game. There have been few, original products released in the last few months and it has actually taken Infogrames, the French software house, to come up with two of the best original products namely, North & South an arcade strategy game (no, honest it's good!), and my personal favourite, Light Corridor - a simple yet highly addictive bat and mae game. As original products go, they both deserve to wipe the board with anything that our own British developers can come up with but time, (and the marketing machine), will tell. Until then, here's a round up of the best games to be buying this month.

LIGHT CORRIDOR

It's cool, it's groovy, it's sort of 3-D bat and ball game, and you have to smack the ball down an irregularly shaped corridor and move the bat down after it. Sounds a bit dull, a bit silly? No way! The nearest thing to it was Room 10 but Infogrames' Light Corridor's so much better! There are various pick ups to collect as you wind along after the ball, that give you extra lives, a sticky bat, double bats, large and small and even a homing bat which takes all of the effort out of the game for a while.

NORTH & SOUTH

North and South, also from Infogrames is a strategy arcade game that puts you in of an American soldier during the Civil War playing either against another player or the computer. You must fight to vanquish either the Confederates or Yankees starting at any year between 1861 and 1864 with whichever starting point chosen showing you the current historical state of the battle at that time.

An extensive front-end menu gives you three difficulty levels to select for each player and three icons give a brief of optional disaster scenarios, Indians which may attack at any time, storms which stop all fighting in their vicinity and European reinforcements which are dropped off to whichever side happens to own South Virginia. North and South is a

great game that will covering options for both arcadesters and level-headed deep thinking strategists alike.

COMING UP SOON (Fnafn!)

For all you VIZ fans out there, Virgin will be shocking you socks off soon with their VIZ game. The game itself is straight forward enough - a less-than-dynamic race between Johnny Fartpants, Ernie Bacon and Buster Gonad but where the game will really score (fnafn, fnafn!) is in the shocking graphics. It's not really the colours either but more the outrageous humour that is the VIZ characters. There are various bonus stages that are just out to shock! My personal favourite is where you must wiggle your joystick (schhiffnart!) to get Johnny Fartpants to blow up balloons with his botty brew and then release them when full and before they blow up and cause him a ting-tingling agony. It's really funny to watch, but remember kids, that Johnny is a professional and you shouldn't try any of his tricks in the comfort of your own home. (Especially if the windows are closed!)

TIPS

With all you dedicated game players out there, it should come as no surprise to you to find that we've been snowed under with tips and hints so here's the pick of the crop!

TURTLES

Sure, the fat four can finally be basted without having to take recourse to large pizzas with a hold on the anchovies - here's how to get the Turtles cooked.

Infinite Energy

If you really don't fancy dying at all then use this cheat. Press the keys 1, 2, 3, A, X, C, V and the cursor that points right and bingo! Infinite energy.

Turtles' Technodrome Level

On the Technodrome level of the game, there is a Guardian which you can easily kill by doing the following: Stand where the cross is and the ball lets from the eye cannot hit you and when you have to fight Shredder, don't jump after him, just stand on the ledge and when he comes anywhere near you just shoot him. Just carry this on until he dies.

NAIRC

Ocean's drug bustin' release Nairc has got a few people baffled so here's how to get past those hard-dealin' dudes. Define your control keys as G,R,U,T,S and then just use anything as Jump. If you do it correctly then you should get "Hello Cheeky" under the word NAIRC and above the player's name. Now you can choose your preferred playing controls and start the game as normal with Infinite lives.

©Garth Smyler

FOOTBALL CRAZY

The Most AUTHENTIC MULTI-MANAGER Football Game Has Finally Arrived. After 2 Years Research & Development. The Ultimate Game Is Ready And Waiting To Test Your Skills. FEATURES INCLUDE:

Multi-Manager Game for 1 to 4 Players

Full UK and European Cup (including FA, League, Zenith Data, Leyland Data, European, Cup Winners and UEFA Cups. All Cup matches are played to the precise rules - eg 2 Leg Ties, Extra Time, Away Goal Rule, Seeded Draws, Penalties, etc.

Complete league line up with 20 1st division teams and 24 in the 2nd, 3rd and 4th. End of season Play-offs with expulsions

All team surnames are the real ones for all 92 clubs (CURRENT 89-90 SEASON)

Historic Records are maintained for 6 seasons with the ability to call up all previous results against your next opponent

A Lively Transfer Market to Buy and Sell Players with an end of season deadline. Player Loans, Free Transfers with Approach & Offers on players or lineups

Managers can be sacked or offered jobs at better teams

All screens are displayed in a pleasant format, which is easy to use and comfortable to read. PRINTER facilities also exist

Complete Instructions, for the beginner, are provided in a 16 page booklet

and would you believe it doesn't stop there! We have included many other fine details which are just impossible to list in this space. They include all the regular features you would expect like loading & saving your game, player injuries plus much, much more. The most genuine implementation of a Football Managers hectic season awaits you for only £19.95

Take Your Team To The Top And Win The Double.

Or Are You Good Enough To Win The Quadruple Crown. Never Yet Achieved By A League Team Manager.



Available for the Amiga & All Alan ST's

PC Version Coming Soon

MAIL ORDERS

Send £19.95. Guaranteed Cheque / Postal Order / Credit Card Details to:



32E Southchurch Road,
Southend-on-Sea
Essex SS1 2ND

Orders outside the UK please add £1.00 extra

AVAILABLE
FOR IMMEDIATE
DISPATCH

TELEPHONE ORDERS

(0702) 600557 FAX (0702) 613747

Out of Hours Answers Phone



Amiga and Atari ST compatible 3 1/2" External Floppy Drives

Evesham Micros

- Very quiet
- Sleek, high quality metal case
- Slimline design, with Cooling Vents
- Quality Citizen Drive Mechanism
- Full compatibility with any Atari ST and with any Commodore Amiga
- Throughput (Amiga)
- External plug-In PSU (Atari ST)
- On / Off switch on rear of drive
- Full 1Mb Unformatted Capacity
- Long reach connection cables

*Don't Forget - All our prices
include VAT and Delivery*

ATARI ST VERSION ONLY

£59.95

AMIGA VERSION ONLY

£54.95

Including VAT and delivery

ATARI
EVESHAM
MICROS PRICE
PROMISE - WE
WILL BEAT
ANY GENUINE
ST COMPUTER
OFFER ON A
LIKE-FOR-LIKE
BASIS

KICK OFF WITH THIS DEAL FROM EVESHAM MICROS!

'Kick Off 2' • 'Trackball
Manager' •
'Subbuteo'
& 'Quickshot 3 Turbo

FREE WITH
EVERY ST
or STFM
PACKAGE !!

520 STFM 'DISCOVERY PACK'

High quality, good value package based around the 520 STFM computer including 512K RAM, 1Mb Drive and built-in TV monitor. Also supplied is
STOG Games Controller
Cartier Command
Space Harrier
FIRST BASIC
plus 'Discovering your Atari ST' book

£269.99 inc. VAT and
delivery
ONLY £299.99 WITH 1MB RAM FITTED

520 STE 'TURBO PACK'

Includes an Atari 520 STE with 1Mb Drive, joystick, plus a high quality selection of software including
Inferno Jones & Last Crusade
Impossibile Mission 2
Hummus Killing machine
Dragons Breath
Hyper Paint II (STE version)
Music Master II (STE version)

£359.99 inc. VAT and
delivery
ONLY £389.99 WITH 1MB RAM FITTED
ONLY £439.99 WITH 2MB RAM FITTED
ONLY £519.99 WITH 4MB RAM FITTED

1040 STE 'EXTRAS PACK'

Superb starter package consisting of a 1040 STE with an excellent selection of starter software. The package includes

Kurms Wordprocessor
Kurms Spreadsheet
Kurms Business Graphics
Kurms Database

FIRST BASIC
Hyper Paint
'Pinball' game
STAC Advent. creator

Star124 wordprocessor 10 meg memory £ 89.00
Printer CEM353 1st 1st cable £ 208.00
Printer 3030 1st 1st 1st 1st £ 289.00
Printer 3030 1st 1st 1st 1st £ 17.00
Jepstick Accessibility Adapter for ST's £ 4.95

£449.99 inc. VAT and
delivery
ONLY £479.99 WITH 2MB RAM FITTED
ONLY £609.99 WITH 4MB RAM FITTED

Plug-in, Subbuteo 512K RAM upgrade for the
model of Atari 520 ST £ 89.99
Reference 512K 512K Hard Disk (for ST) £ 289.00
Reference 512K 512K Hard Disk (for ST) £ 289.00
Ondert Vierge Handy Scanner Package £ 179.99

AMIGA SPECIAL DEALS

AMIGA 500 SCREEN GEMS PACK

Top-selling A500 package includes
'Night Breed', 'The Secret 2',
'Back to the Future 2', 'Days of Thunder',
Deluxe Paint II and TV monitor

A500 SCREEN GEMS PACKAGE ONLY £379.00

A500 Screen Gems Package Inc. 512K RAM/Clock Upgrade SPECIAL! - £399.00

A500 Screen Gems Package PLUS 3.5" Drive ONLY £430.00

A500 Screen Gems Package including 512K RAM/Clock Upgrade AND 3.5" Drive ONLY £450.00

BUY AN AMIGA FROM ANYWHERE AND YOU ALSO GET ...

THESE FABULOUS GAMES:

Treatment Manager 96 Subbuteo Star Wars
Street Alchemist Lord's Wars Type Talk
Sed's Requiem Tunnies Can
Treasure Trap Jinx

PLUS a wordprocessor and spreadsheet
and all this for as little as

AMIGA 500 CLASS OF THE 90'S PACK

Includes /501 512K Upgrade, TV Monitor, 5 patches
Times, 15 Clock, Minute Min, Video Tape and more ...
CLASS OF THE 90'S Package £ 549.99
Class of the 90's Pack PLUS 3.5" Drive £ 699.99

AMIGA 500 COMPUTER

Includes TV Monitor, Mouse, PSU, Keyboard 13.99

Amiga 500 £ 299.99

Amiga plus our 512K/Clock Upgrade £ 399.99

Amiga plus our 3.5" Internal Drive £ 479.99

Amiga plus 512K/Clock plus 3.5" Drive £ 549.99

AMIGA 1040 STARTER PACK

Includes A500 computer (13.99), 512K Drive, 5 patches, 15 Clock, Minute Min, Video Tape and more ...

Includes including 'Deluxe Paint II', 'Night Breed', 'The
City and The World' business package

A1088 STARTER PACKAGE £ 549.99

AMIGA 500 512K RAM CLOCK UPGRADE

Direct replacement for the A501 Expansion

Convenient On/Off RAM Switch • Auto-

recharging battery-backed Real-Time Clock

Compact unit size • Ultra-fast design

ONLY £32.95

Including VAT and Delivery

Available without clock for only £27.95

Evesham Micros

RETAIL SHOWROOMS

Unit 9 St. Richards Road
Evesham
Worce WR11 6XJ
Tel. 0582 - 765100
fax. 0582 765254
Open Mon - Sat. 9.00 - 5.30

6 Gleason Road
Cambridge CB1 2NA
Tel. 0223 - 323886
fax. 0223 - 323885
Open Mon - Sat. 9.00 - 5.30
IBM Dealer & Corporate Specialist

1742 Penhore Road
Cottisfield
Birmingham B30 3BA
Tel. 091 - 435 4664
fax. 091 - 435 5815
Open Mon - Sat. 9.00 - 5.30

ALL PRICES INCLUDE VAT AND DELIVERY
Same day despatch whenever possible. Express Courier Delivery £5.00 extra

MAIL ORDER DEPARTMENT

Unit 9 St Richards Road, Evesham, Worcs WR11 6XJ

Call us now on 0386-765500

Lines open Mon-Sat. 9.00 - 5.30 Fax: 0582-765254

Trusted support from Mon-Fri. 9.30 - 5.30 0582-402051



Governments, Education and PLC orders welcome
All products covered by 12 Months Warranty
All goods subject to availability, E.O. & G.

IBM PC



PC games seem to be going through a bit of a change of late. Finally software houses are facing up to the limitations of the PC and bring a little bit more careful what games they endeavour to offer the increasingly selective audience. Most PC owners (and softcos) have had their fingers burnt once or twice. The lure of an easy conversion to a popular format has proved too much for some and crummy games appeared.

The point, obviously, is that the PC isn't a sprite engine, and was never intended to be used as one. It's the number crunching capability of the machine which makes the PC an unbeatable polygon-driven games machine. Sims and adventures too far for better.

The style of PC games is at last settling down. Companies know that they can get away with it and are keeping within the bounds or reality.

A particularly excellent PC game of the moment is *Life and Death II - The Brain*. Look out for a full review in the next issue.

C64



There has been a great deal of debate recently over the games most deserving of the title. Best

54 Game ever. And so, in order to put the record straight: here's a list of the finest games on the Commodore 64. All the games listed here can be obtained from one source or another. If you see one in particular that takes your fancy but is tricky to get hold of, try the mail-order advertisers! Ready, steady go!

- 1) **Head Over Heels** (Ocean)
It'll take ages to complete this fantastic arcade adventure! This is possibly the finest example of 3D isometrics ever seen on the 64!
- 2) **Barbarian** (Palace)
Palace's simulation of movie-style swords and sorcery combat features excellent animation and true gore. The Way of the Exploding Fist of swordfighting

WORRYING TRENDS

American PC developers have been making worrying noises of late regarding their perception of an entry level machine.

According to well-informed sources, the US developers regard a 12MHz VGA 286 as an absolute bare-bones system, and they're planning to stop catering for machines below this level.

If you haven't got a hard drive, you might as well leave the room now

While this is all very fine for owners of expensive PCs with these capabilities or higher, it's far from cheering for the multitude of PC gamers who bought a basic machine for non-entertainment home use.

This situation can be argued from two angles. Either you can take the viewpoint that if the quality of PC software is to improve, the userbase must be dragged up with it, and "educated" into buying smarter, more capable machines. Imagine the situation we'd all be in if people had continued to write games for the 16k Spectrum because they didn't want to upset or alienate the userbase for the sake of kunning some show-off 48K owners.

After all, how would Amiga owners feel if it were announced that Ocean and US Gold were to suddenly cease publishing all games except on the Amiga 3000? Not extremely happy, I should expect.

Of course, these points are reasonable, but the argument is little flawed. PC gaming in Britain is undoubtedly a growing field. However, it's extremely new, and shutting down avenues of

entertainment for the great number of PC owners will hamstring development in the future.

It's unreasonable to expect every graphics card, every sound set-up and every speed of machine to be catered for. But it isn't unreasonable to expect to be catered for without owning the top-of-the-range machine.

Since more PC software originates in the States than anywhere else, these developments are to be taken seriously. What do you think? Should software be produced to stretch the best available PCs or to cater for the majority? Write in to:

PC ACE LINES
ACE
30-32 Farrington Lane
London
EC1R 3AU

TIPS TIPS TIPS

Where are they? It ever there was a machine npe for deeply gaming bps, as well as all those answers to niggly problems like disk formats, best storage programs, the PC is. So, for goodness sake, start writing, and let all the PC owners around the UK (and beyond) be a party to your hints and tips!

HOT GAMES

The best games available for the PC this month are still, *Rise of the Dragon* from Sierra, *Prince of Persia* from Dornik and *Life and Death II - The Brain*

© Jim Douglas

3) **The Sentinel** (Firebird)

A far-out, long haired and thoroughly hippified game if ever there was one. It's all polygon driven and thoroughly odd. Save the planet from bizarre alien forces.

4) **Zolyx** (Silverbird)

Anyone who remembers the arcade great *Qix* will fall head over heels for this one. Top quality arcade action.

5) **World Class Leaderboard** (Access)

Certainly the best golf game of all time

6) **International Karate** (System 3)

Following *Fist*, IK+ took the throne of "Finest violent encounter on the 64". And it has remained there ever since!

7) **Defender of the Crown**

(Cinemaware)
Only available for disk users only, unfortunately. This hit from Cinemaware chronicles mythical times of knights and honour and magic. Anyone with a passing interest in the genre will be captivated by the graphics and music of the game

8) **California Gamas** (Epyx)

Sports compilations have equal chances of dazzling or disappointing, but the sheer number of events presented in this sun-scorched offering make it a sure-fire winner from the word go.

9) **Paradroid** (Hewson)

Andrew Braybrook's "debut", Gribbly's *Day Out* was clever, but *Paradroid*'s innovative, tense shoot-em-up was a absolutely stunning

10) **Bounty Bob** (US Gold)

With *Murder 2049er*, Bill Hogue arguably pioneered the style of the platform and ladders game. This sequel to the trailblazer has lots of added features.

11) **Park Patrol** (Activision)

Activision used to be the most consistent producer of original and playable software. It released all manner of products from original games like *Little Computer People* and *Park Patrol*.

12) **Ancipital** (Llamasoft)

From the man with the Long Hair, this shoot-em-up conte arcade adventure is a true great. It's got strange but compulsive gameplay, weird gravity, weird sprites and even a Phil Collins drum emulator. Phew!

13) **Boulderdash** (First Star)

What a debut from Peter Leipe and Chris Gray (who was only a wee bairn at the time). Many different ways of playing and solving the problems make *Boulderdash* a must.

Send your top 10 64 Games to the ACELINES section at the normal place!

© Jim Douglas

AMSTRAD CPC



The major electrical manufacturers, such as Deane and Comet, have been making huge price cuts on the Amstrad Plus and GX4000 systems following Xmas. Those who have a hant around can save £20 on the excellent console (bringing the price down to just £79.95) and save £50 on the Plus range (bringing a 6128 Plus with colour monitor down to a more reasonable £375.95). Remember that these price cuts are NOT official changes to the RRP, although Amstrad did increase dealer profit margins, making it possible for these price cuts to occur.

Although these price cuts may be seen by some as a move of desperation following the poor sales at Xmas, I myself see them as inevitable and wise business decisions. The Plus range of computers, although good machines, face tough competition at such a price - a price at which many people expect to buy the more glamorous and vogueish 16-bit computers (although without monitors, admittedly).

The console scene is even more war-torn. Nintendo and Sega slug it out for the lion's share of the market and between them achieve the majority of sales due to the prominence of their brand names and the high quality of a lot of their software. The GX4000 is, in my opinion,

by far the more technically impressive of the consoles on offer at the sub-£100 price. What it seriously lacks is decent software - once the good games start appearing, the machine will really start selling. This newly-announced price decrease can't but help consumers choose the GX4000 despite its current lack of software - which in turn will lead to more software houses producing games. This price cut is basically the kick-start to the GX4000 console market that Amstrad needs.

CONSOLE CONSOLATION

So what can the GX4000 buyers hope to see on the shelves of his local software store? Well, *Robotop 2*, *Fee & Forget II*, *Batman - The Movie: Operation Thunderbolt*, *Switchblade* and *Crazy Cars II* should finally be available, although there's still no sign of those myriad other titles promised before Xmas. Come on Amstrad!

NOT A SOARWAY STUNNER

I suppose it was inevitable. The ST and Amiga versions of Domark's *S.T.U.N. Runner* were awful - not through any fault of the programmers but just due to the fact that there's no way that even those 16-bit pixel pushers could shift the sort of 3D-graphics as generated by the coin-op. So it would be a miracle if the humble Amstrad version were any good. And let's face it, rivarles are pretty thin on the ground...

So what's the game about? Basically you've got to beat the clock on a race through a winding series of tunnels and runways. Maximum speed is achieved by hugging to the outer-curve of the tunnels. There are obstacles to avoid, but no other vehicles race against you. Emm... that's about it.

Amazing Spider-Man, and you can be pretty sure it'll be at least partly shoot 'em-up based.

WIZARDS & WARRIORS X: FORTRESS OF FEAR



Dooh, spooky! Originally appearing on the Nintendo Entertainment System, this game features the on-going adventures of the brave Kuros as he battles deadly bats and slithering serpent beasts, amongst other vile creatures. The battle is depicted as a scrolling platform slash-'em-up set over several levels.

The previous games in this series won several awards, so with any luck this Gameboy incarnation should be equally as good.

KWINK

Kwink is a cuddly little shades wearing guy who has to be guided through hundreds of mazes in a fourt time limit. Each maze takes the form of a puzzle with rotating gates that have to be positioned the correct way to allow him to progress.

Using the ability to link up Gameboys you and

This lack of any competition is the real crux of *S.T.U.N. Runner*'s problem. Without the original colour and speed there's nothing to keep you hooked. Sure, the Amstrad tries hard, but it's all in vain. Unfortunately *S.T.U.N. Runner* is one of those conversions that should never have been attempted.

BUDGET BRIEFING



Out on the Mastertronic Plus label for a mere £2.99 are several ageing classics from Virgin's back catalogue. Of special note are *Xenos* and *Silkworm* - both supremely playable and addictive shoot-'em-ups that are an absolute steal at this price. Well recommended.

That's all for this month. Next month should see the round-up of the lazines requested last time. Bye!

David Upchurch

GAMEBOY

The number of new Gameboy releases continues. My current favourite is *Contra* from Konami - it's a stunningly playable and fast scrolling run n' shoot Gzyor variant. I highly recommend it - but be warned that it's not for the faint hearted.



Okay, okay, enough of the plugs! This month I want to give you a brief run-down on four of the exciting games that American-based Acclaim have got coming out in the States now and in the future. There should be available from your local console importer's shop soon after their US release.

THE PUNISHER

This title is based on the ultra-violent exploits of Marvel's most popular comic character. Apparently over 7 million blood-thirsty little American buns feast their eyes on the gory antics of *The Punisher* every month, as he wages his one-man war against crime. There are no details as yet as to how the game plays or even what the aim is because it's still being programmed, but apparently it's quite a severe other Marvel super-heroes, including *The*



a friend can play head-to-head. The game also features multiple skill levels so it should appeal to everyone from the baby through to grandpa.

THE SIMPSONS

Yes! There's no escape from this latest cartoon craze - even in the Pinks. Once it was the *Turtles*, now it's the *Simpsons*. Again, very little I can tell you at this stage apart from the scenario - the game is still deep in the darkest depths of programming hell.

Bart and Lisa were looking forward to a relaxing summer vacation. But their dad Homer has other ideas - he's booked them into Sleepaway Summer Camp - also known as the Camp of No Return! It's up to you to try and save them from a fate worse than home. More news as and when I get it.

That's about it for this month - sorry, no room for tips! If you have any, then send them in to here - I'm always pleased to hear from readers.

David Upchurch

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

THE ALL NEW FORMAT COMPETITIONS FROM PLAY TO WIN

(so slick they even tell you if you got it right)

SEGA MEGADRIIVE

0839 - 121111

the sizzling 16 bit console

SEGA GAMEGEAR

0839 - 121109

the sensational handheld

SOFTWARE BONANZA

0839 - 121130

£200 worth of you to choose

PC ENGINE

0839 - 121178

imported just for you!

The more entries you make, the better your chances

PLUS PLUS PLUS PLUS PLUS PLUS PLUS

Ring any of the above lines for details of our great March bonus draw
the prize up for grabs a **NINTENDO SUPER FAMICOM**

all calls last approx. 4 mins. one prize per competition
calls are charged at 33p per min. cheap rate and 44p per min. all other times

If you are under 18 please get permission to use the telephone

PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR

TEL: 0582 413943. WE ALSO SELL EVERYTHING!!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

UNIVERSAL SOFTWARE

AMIGA SCREEN
GEMS PACK £349.99

TEL: 0480 63648 or 62012

AMIGA A1
£309

Sega Megadrive (Imported) 125.99
Sega Megadrive 1cc game 145.00
Sega Megadrive joystick 15.00
Sega Joystick 28.00

Sega Megadrive (UK) Inc. Games 185.99
3-Bit Controller 27.99
Arcade Powerstick 36.00
Japanese Controller 38.00

GAME GEAR GAMES

Columbus 15.99
Junction 30.99
G-Lite 43.99
Skelton 25.99
Golf 30.99
Super Monaco GP 30.99
Pengo 30.99
Wonderboy 25.99

MEGADRIIVE GAMES

Atomic Robbed 34.00
Atomic Run 34.00
Back Down 34.00
Bank 2 43.00
Jack Tracy 34.00
D. Ray 30.00
ESWAT 30.00
Firehawk 31.00
Ghostbusters 28.00
Golden Axe 28.00
Hellsfire 28.00
Moosehunter 28.00
Mickey Mouse 28.00
Mushie Airsta 18.00
Ramen Saga 2 31.00
Ringside Angel 31.00
Rainbow Islands Extra 34.00
Endor 34.00
Road Warriors 34.00
Shadow Dancer 34.00
Gaines 34.00
Guns of Glory 34.00
Lahere Vs. Calher 34.00
Magical Hit 34.00
Midnight Resistance 34.00
Squadman 34.00
Star Cruiser 34.00
Wonderboy 3 34.00
Wonderboy 4 34.00
Sensational Master 34.00
Dynamite Duke 34.00
Ethos Hunt 34.00
Thundercat 2 34.00
Thundercat 3 34.00
Thunder Force 4 34.00

MEGADRIIVE GAMES (UK)

Alax Keld 25.00
Armed Palmer Tournament Golf 25.00
Battle Squares 30.00
Buddies 30.00
Columbus 30.00
Cyberball 30.00
ESWAT 30.00
Forgotten Worlds 29.00
Guns of Glory 30.00
Ghosts and Ghouls 30.00
Ghosts and Ghouls 37.00
Golden Axe 30.00
Hard Drive 30.00
John Madden Football 30.00
Last Battle 30.00
Moonwalker 30.00
Mickey Mouse 30.00
Mystic Defender 48.00
Phantasia Star 2 52.00
Ramen 2 35.00
Ramen 3 (Shibui) 35.00
Space Hunter 2 37.00
Striker 35.00
Super Hero on 30.00
Super League Baseball 30.00
Super Monaco GP 30.00
Super Rival Baseball 30.00
Super Thunderboy 30.00
Sword of Vengeance 40.00
Tadewoop 30.00
Thundercat 2 30.00
Thundercat 3 30.00
Thundercat 4 30.00
World Cup Soccer 30.00
Zany Golf 30.00
Zoom 30.00

FAMICOM GAMES

Super Mario World 38.99
F-Zero 40.99
Pops'n 40.99
Rambos 40.99
Pilot Wings 40.99
Final Fight 44.99
Allen Lytle Inc. Game 129.99

LYNX GAMES

Blue Lightning 24.99
Chess Challenge 24.99
Eurocop 24.99
Gambit 3 24.99
Guns of Zandora 24.99
Paperboy 24.99
Risk 24.99
Raiders 24.99
M5 Pouch 24.99
Sara Woods 24.99
Zero Mechanism 39.99
Neo-Geo 2 Game + 2 players 39.99

NEOGEO GAMES

Endless 159.99
Golf 170.00
Magician's Lair 159.99
Narn 1975 159.99
Narn Journey 170.00
Riding Horse 170.00
Rising Star 170.00
Super Spy 170.00
Wonderboy 4 170.00
Narn Warriors 2 170.00
Mondrian Whistle 170.00
Sailing 170.00
PC Engine Hand held Inc. Game 249.99
Cometball Hand held 50.99

Sega Game Gear Inc 3 Games £179.99

Nintendo Super Famicom + 2 Games £310.00

Please make cheques/PO to Universal Software, 3 Fairfields Crescent, St Ives, Huntingdon, Cambs. PE17 4QH OR 43 Wares Rd. St Ives, Huntingdon, Cambs. PE17 4NW. Many more titles available. Send a large SAE for full price list. P&P and VAT inc.

HOT OFF THE SHELF

Easter. Okay, so you've got plenty of choccy eggs, but there's got to be more to life, yeah? You're right, there's the ACE *Hot of the Shelf* software list, which can point you in the correct direction for a classic bit of games software.

This month, for the very first time, we've included the top games over the last three months from both computer AND console - including the truly wonderful Nintendo Super Famicom.

AWESOME

Pygnosis ● Amiga £34.99
A shoot-'em-up where you'll need to master four different gameplay styles if you're to survive. The first is similar to *Wotords*, except that here your ship stays stationary and the

aliens and rocks rotate about you. Next is a *Space Harrier*-like battle against a giant space dragon. After that you pilot your ship over the multi-directional parallax scrolling surface of an alien world, shooting aliens and searching for the landing bay. The final style is a *Gauntlet*-style run around the starbase looking for the entrance to the space station. The graphics for all sections wouldn't look out of place in an arcade. A stunning game, if a little derivative, and well worth its ACE rating.

★ ACE RATING 900 ON AMIGA

BATTLE CHESS 2

Electronic Arts ● Amiga £24.99 ● Atari ST £24.99 ● PC £29.99
Sequel-its spreads from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which introduces some new moves, has a river bisecting the board (which some pieces can't cross) and limits the King's movement to an 'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and well-animated ways. While a bit slow and irritating running from floppies due to all the disc swapping, a hard disc shows the game to be far faster and more lethal than normal Chess. A good purchase for jaded Chess fans.

★ ACE RATING 895 ON IBM PC

BATTLE COMMAND

Ocean ● Amiga £24.99 ● Atari ST ● PC £29.99

The latest solid polygon epic from RealTime. You control a Mauler tank through 16 tough missions, varying from straightforward seek and destroy to escorting a convoy of supply trucks to picking up a downed satellite in enemy territory. Although the accent is on action, several of the missions require quite a bit of thought to complete. During your travels you'll encounter a wide variety of enemy craft, all rendered in exceptionally fast 3D. A little more originality, next time okay?

★ ACE RATING 895 ON AMIGA AND

ATARI ST

BOULDERDASH

Victor Musical Industries ●
Gameboy 3400 Yen
Yet another steal from the C64 catalogue of great games. Hey kids, remember this? Guide cute and cuddly Rockford around umpteen mazes of boulders and meanies in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to the B&W handheld wonder.

★ ACE RATING 908 ON GAMEBOY

CAPTIVE

Mindscape ● Amiga £24.99 ●

Atari ST/£ £24.99 ● PC £29.99
Another in the ever expanding number of RPGs portrayed using first-person perspective. *Captive*, written by veteran programmer Tony Crowther, pits you against hordes of rampaging aliens, with nothing to defend you but a briefcase. This briefcase, however, contains a computer giving you remote control over a four-droid team with which you must free your self from the fortress where you are imprisoned. Excellent bitmapped graphics, atmospheric real-time stereo sound and a total of 65000 levels to explore place *Captive* very much in the ACE-rated category.

★ ACE RATING 930 ON AMIGA

F-19 STEALTH FIGHTER

Microprose ● Atari ST £29.99 ● Amiga £29.99 ● PC £39.99

A program that could well be described as the Flight Simulator's Flight Simulator. The PC version has enjoyed much success since its launch year ago, and now released on the ST and Amiga. The sim is based around the much talked about (or perhaps that be whispered about!) *Stealth Fighter*. It boasts four huge scenarios with hundreds of missions, and plenty of detail. If you are looking for the definitive flight sim, then you can't go far wrong with this.

★ ACE RATING 935 ON IBM PC

4D SPORTS BOXING

Mindscape ● Amiga £24.99 ● Atari ST £24.99 ● PC £24.99

This violent clash between two solid-polygon generated pugilists is the best rendition of the 'noble art' yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video playback option allows you to watch that decisive upper-cut again and again. Highly realistic, with a huge range of moves and a lot of work to be put in if you're to become World Champ!

★ ACE RATING 900 ON IBM PC

4D SPORTS DRIVING

Mindscape ● Amiga £24.99 ● Atari ST ● PC £24.99

A 3D polygon racing game - and arguably the best yet, providing far more depth than its nearest rival, *Indy 500* though how it compares to *Hard Drivin'* 2 has

PROTON SOFTWARE

TEL: ORDER LINE 0462 686977

AMIGA TOP 30

CORPORATION	12.99
GOLDEN AXE	16.99
LEMMINGS	19.99
CHASE HQII	19.99
SUPREMACY	19.99
LOTUSMECY	19.99
MANCHESTER UTD	19.99
SPELLBALL II	19.99
KICK OFF II	19.99
POWERMONGER	19.99
MIG 29	19.99
TEAM YANKEE	19.99
ROGUE TROOPER	19.99
CARVUP	19.99
ELVIRA	19.99
M1 TANK PLATOON	19.99
PRINCE OF PERSIA	19.99
JAMES POND	19.99
TOYOTA CELICA	19.99
BOTICS	19.99
BOXING MANAGER	19.99
MAGICKIAN	19.99
BUCK ROGERS	19.99
CHESS CHAMP	19.99
SUPER OFF ROAD	19.99
ZOUT	19.99
AMOS	19.99
WALL STREET WIZARD	19.99
CRICKET (1 MEG)	19.99
FLIP IT	19.99

NEEDS UPGRADE MODULE FOR AMIGA AND ATARI ST AT £29.99

IBM PC TOP 30

MANCHESTER UTD	12.99
KICK OFF II	16.99
FLIGHT SIM 4	36.00
SUPER OFF ROAD RACER	16.99
TEST DRIVE II	19.99
WONDERLAND	22.99
WALL STREET WIZARD	19.99
ISHIDO	19.99
PRINCE OF PERSIA	19.99
BOXING MANAGER	19.99
ANCIENT ART OF WAR	19.99
P.G.A. TOUR GOLF	19.99
BATTLE CHESS II	19.99
MONTY PYTHON	19.99
M1 TANK PLATOON	22.99
SIMCITY	19.99
BATTLE OF BRITAIN	19.99
GUNSHIP	24.99
PIPEMANIA	19.99
KLAX	19.99
MIG 29	19.99
MEMORY MATE	22.99
BOB ATTACK	22.99
CHESS SIMULATOR	19.99
ATF II	19.99
TEAM YANKEE	19.99
GREMLINS II	19.99
MURDER	19.99
ANCIENT BATTLES	19.99
FLIP IT	19.99

NEEDS SERIAL MODULE FOR IBM PC AND COMPATIBLE AT £99.99

Please state disc size when ordering

COMPILATIONS

SEGA MASTER MIX AMIGA ST & 16 19.99 SUPERHOCKEY DYNAMITE DUEL CRACKDOWN TURBO OUTRUN, LINARO RACER	SPORTING GOLD AMIGA & IBM PC 19.99 CALIFORNIA GAMES, THE GAMES WRITER EDITION, THE GAMES SUMMER EDITION	BRIND RAMBER AMIGA ST & PC 14.99 WATERLOO, FRONTIER EUROPE, FINAL FORTRESS *PC Version final FRONTIER replaces CONFLICT EUROPE	CHALLENGERS AMIGA ST & PC 19.99 BANNER, STUNT CAR RACER, PRO TENNIS TOUR, SUPER BIL, KICKOFF *KICKOFF not available on PC version
PULL BLAST AMIGA ST & IBM 19.99 PERMAN FORMULA ONE PZ CARTER COMPANY REX (HARVEY)	POWERPACK AMIGA & ST 14.99 IBM PC 19.99 RENAISSANCE SPORTS FOOTBALL, BLOODSPORT, R.A.C. RALLY PC version version of CROWD replaces BLOODWICH	WHEELS OF FIRE AMIGA & ST 19.99 HARD DRIVEN, TURBO OUTRUN, CHASE HQ, POWERONY	HOLLYWOOD COLLECTION AMIGA & ST 19.99 BATMAN THE MOVIE, ROBOCOP 3, IRONMAN, JONAS LIST COMRADE, GHOSTBUSTERS
T.N.T. AMIGA & ST 19.99 HARD DRIVEN, TURBO LAP, TOURING (HARVEY)	NERO'S AMIGA & ST 19.99 LICENSE TO KILL, RUNNING MAN, SUPERMAN STARRING	PLATINUM AMIGA & ST 19.99 STROKER, BLACK THORN, FOOTSTOCKER, GOLF STREETS & SHORTS	MAGNUM 4 AMIGA & ST 19.99 OPERATION WOLF, AFTERBURNER DOUBLE DRAGON, BATMAN CAPES CRACKDOWN

PRODUCT FORMAT COST

TOTAL

Send to:
 PROTON SOFTWARE
 ENTERPRISE HQ/80,
 BLACKCHURCH ROAD,
 LETCHWORTH,
 HERTS SG8 1HL
 Tel: (0462) 686977
 Fax: (0462) 672227

NAME

ADDRESS

TOWN

TEL NO.

yet to be seen. Can be played against the clock or against another driver, in which case each designs a course, trying to exploit the weaknesses of the other player (i.e. fear of heights!). Both drivers then race on the two tracks. Spectacular wins and crashes can be viewed from any angle in the playback option. A successful mix of simulation and knock-about fun.
ACE RATING 900 ON IBM PC

THE IMMORTAL

Electronic Arts • Atari ST £24.99
 • Amiga £24.99

Nothing new in the plot department, unfortunately. Old wizard, enter dungeon...defeat monsters...avoid traps...solve puzzles...rescue Grand Wizard...etc.etc. However, the presentation is something else. An isometric 3D angle is used to view the events, and your character moves around it freely, combating monsters and so on. Every move is beautifully animated. There are only 50 locations to visit, but every one is going to take a lot of work to puzzle through. **WARNING!** - this program only works on 1Mb machines
ACE RATING 910 ON ATARI ST

IVAN 'IRONMAN' STEWART'S SUPER OFF ROAD

Virgin/Mastertronic • 16-bit formats £24.99 • 8-bit formats £10.99/£14.99dk

A hugely enjoyable rollicking romp through 8 courses of rough 'n' tumble driving action, viewed in the overhead style championed by Atari's Super Sprint. All boy racers should look no further. Another stunning game from the consistently excellent Graftgold, authors of Simulacra and Paradroid 90.
ACE RATING 970 ON IBM PC

JOHN MADDEN'S FOOTBALL

Electronic Arts • Megadrive £39.99

What a game! The definitive US footy game yet available on any home system. The graphics are superbly realistic - as is the gameplay - and the excitement is non-stop. The sampled grunts and groans add to the action, if you're a Megadrive owner then you'd be a mug to miss this. Set out for your software shop right now!
ACE RATING 994 ON SEGA MD

KINGS QUEST V

Sierra • Amiga £74 • Atari ST £74 • IBM PC £39.99 (EGA), £44.99 (VGA)

The latest in the popular series, and typing is now a thing of the past because all interaction is via a series of multiple-choice menus. You have to guide King Graham of Gwent through yet another fantasy land in search of his castle, kidnapped by the wicked magician Mordack. However, the mes sages are sickeningly cute at times, and those with a low sweetness threshold may choke on KQS. Others should enjoy this romp through 9.7 Mb of excellent animated graphic adventure.
ACE RATING 950 ON IBM PC

MYTH

System 3 • 8-bit formats £8.99/£14.99dk

The game that pushes the C64 and Spectrum further than they have ever been pushed before. Fight your way through several time zones to reach the ultimate confrontation with the god Gameron. The game is captivating not only because of its size but also because of the superbly animated sprites and sheer playability. The nearest 8-bit games have come to 16-bit
ACE RATING 925 ON C64

PIPE DREAM

ELUCASfilm • Gameboy £25

Most readers will probably be more familiar with this game under its original title of Pipemania. All the action takes place on a 10 x 7 grid. Using a cursor you have to drop varying sections of piping onto the grid, with the aim of making a pipeline for 'flood' to flow down. Should the flood leak before it has passed through a set number of pipe sections then it's game over. Later levels introduce directional pipes (the flood MUST flow a certain way) and obstacles. Infuriatingly addictive - it's the sort of game the Gameboy was designed for.
ACE RATING 910 ON GAMEBOY

POWERMONGER

Electronic Arts • Amiga £29.99
 • Atari ST £29.99

A new computer classic, with the highest ACE rating ever. You play a warlord, exiled from your homeland along with twenty followers, who has just landed

on the shores of 200 Islands, ripe for conquering. Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Populous, the landscape is here polygon-based and thus can be manipulated in just about any way you require. The excellent visuals are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

*** ACE RATING 975 ON AMIGA**

PRINCE OF PERSIA
Broderbund/Domark • Amiga £24.99 • Atari ST £24.99 • IBM PC £24.99

A game that could so easily go unnoticed and unloved by the shelf-scouring hordes looking for the latest licence. The graphics, when static, are fairly unimpressive (although they do get better on the later levels), but when they move... The animation as you guide a young Prince through unmet levels of platforms, pits, spikes and swordsmen is quite excellent and life-like. And the gameplay

although it may sound uninspired, is as good as the graphics. Some of the action has a real cliff-hanger aspect to it. A gem.

*** ACE RATING 915 ON AMIGA**

RISE OF THE DRAGON
Sierra/Dynamix • PC £24.99 • Amiga £24.99 • Atari ST £24.99

An entertaining and graphically superb - if little short-lived - adventure. Set in the gloomy pollution-ridden city of Los Angeles circa 2053, you play private 'tec 'Blade' Hunter. The Mayor's daughter has been killed by some duff narcotics, the cops are chasing their own tails and it's up to you to get to the bottom of the drug-peddling scam. All game interaction is controlled by simple point-and-click, either to use or examine objects in rooms or to select conversation dialogue with other characters from multiple-choice menus. Each location is depicted in superb style, with some very atmospheric graphics. The only caveat is that even moderately accomplished adventurers will find the task a bit easy.

*** ACE RATING 850 ON IBM PC**

SAVAGE EMPIRE
Origin/Mindscape • PC £34.99 • Amiga £78A

Using the *Ultima VI* Interface, Origin have taken a side step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dinosaur-infested Lost World. A good yarn well told and - hard to believe I know - actually better than *Ultima VI*.

*** ACE RATING 955 ON IBM PC**

SORCEROS OBTAIN ALL THE GLORES
Legend/Microprose • Currently only available on PC in the US. Call US 'Prose on 0101 301 771 6700 for mail order details.

Set in a medieval fantasy world, you play a student at Sorcerer University who wakes one day to find the campus deserted. Something terrible's happened - and it's up to you to save the day. This has all the qualities you'd expect from an adventure written by ex-Infocom staff - it's big, well-written, with lots of (sometimes quite dreadful) humour, graphics (occasionally

animated) and - most importantly - an engaging plot with loads of sub-scenarios. The only minus point is the antiquated parser, which has to be to do everything.

*** ACE RATING 895 ON IBM PC**

SPEEDBALL 2
Mirrorsoft • Amiga £24.99 • Atari ST £24.99 • PC £78A

The sequel to the Bitmap Bros' violent '88 hit. Basically more of the same but with improved graphics, a bigger multi-directional scrolling pitch (festooned with bumpers and ball energisers), extra power-ups and armour to pick up or buy between games, smoother control and a depth-enhancing player-manager element. Highly playable, and the power-ups do have a noticeable effect on the game. The Amiga version promises to be even better with weather sound effects. More fun than beating up your kid brother.

*** ACE RATING 885 ON ATARI ST**

SPINDIZZY WORLDS
Activation • Amiga £24.99 • Atari ST £24.99

A (sort of) sequel to Paul Shirley's original 8-bit game. This one sees



DISKS UNBEATABLE PRICES

BULK DISKS WITH 2 FOR 1 LIFETIME WARRANTY

3.5" DISKS & BOXES WITH LABELS

20 x 3.5" MF2DD 135 TPI disks with free storage box	£12.95
25 x 3.5" MF2DD 135 TPI disks in 40 cap. lockable box	£15.95
40 x 3.5" MF2DD 135 TPI disks in 80 cap. lockable box	£24.95
75 x 3.5" MF2DD 135 TPI disks in 80 cap. lockable box	£39.95

BULK DISKS WITH LABELS

50 x 3.5" MF2DD 135 TPI disks in box	£24.95
100 x 3.5" MF2DD 135 TPI disks in box	£46.95
250 x 3.5" MF2DD 135 TPI disks in box	£96.50
500 x 3.5" MF2DD 135 TPI disks in box	£175.00

BRANDED PRODUCT

Mitsubishi 10 x 3.5" MF2DD 135 TPI disks	£9.95
Mitsubishi 30 x 3.5" MF2DD 135 TPI disks with 40 cap. box	£28.95
Mitsubishi 10 x 3.5" D/S HD disks	£16.50
Mitsubishi 30 x 3.5" D/S HD disks with 40 cap. box	£47.95
Goldmaster 10 x 3.5" MF2DD 135 TPI disks	£7.95
Goldmaster 30 x 3.5" MF2DD 135 TPI disks with 40 cap. box	£22.95
Goldmaster 10 x 3.5" D/S HD disks	£12.95
Goldmaster 30 x 3.5" D/S HD disks with 40 cap. box	£38.50

5.25" DISKS IN POLY BAG WITH SLEEVES AND LABELS

25 x 5.25" D/S DD 48 TPI disks	£8.95
25 x 5.25" D/S DD 96 TPI disks	£10.95

HIGH DENSITY DISKS

10 x 3.5" D/S HD disks with free storage box	£12.95
20 x 3.5" D/S HD disks with free storage box	£22.95
30 x 3.5" D/S HD disks in 40 cap. lockable box	£34.95
50 x 3.5" D/S HD disks in 80 cap. lockable box	£55.95
25 x 5.25" D/S HD 1.6 meg disks in 50 cap. lockable box	£18.95
50 x 5.25" D/S HD 1.6 meg disks in 50 cap. lockable box	£28.95

ACCESSORIES

Deluxe Mouse Mat	£2.95
3.5" Disk Head Cleaner	£2.50
50 x 3.5" Disk Labels	£1.50
Mouse Holder	£1.99
3.5" stackable 80 cap. disk box	£9.95

Remember all disks are certified 100% error free and are supplied with full user sets, plus our amazing 2 for 1 Lifetime Warranty. Send or phone your order to:

Mansfield Computers

33 Albert Street, Mansfield, Notts NG18 1EA
Tel: 0623 631202/23043 Fax: 0623 242968
All prices include VAT & delivery to UK.

Access



VISA



G.P.S

All items include postage
and are sent 1st Class
insured post. Please add
£5 for next courier for
hardware.

Tel : (0268) 782949

ATARI LYNX

Blue Lighting	21 95	Rampage	24 50
Chips Challenge	21 95	Roadblasters	22 95
Electroops	21 95	Rubicoquest	22 95
Games of Zandooon	21 95	Rygar	24 50
Gaurial 3	24 95	Shanghai	22 95
Itax	24 50	Shinwaku	21 95
MS Pajman	24 50	Xenophobe	24 50
Paperboy	24 50	Zaxxon Mercenary	24 50
Lynx Games Machine + California Games			114 05
Buy Two Games and Purchase The Lynx For			109 95
Lynx Car Cigarette Lighter Power Adapter			9 95
Lynx Sun Visor			6 95

AT '161

Atan ST Discovery Pack	250 95
Atan STE Turbo Pack	339 95
Philips CM853 MK2 Monitor + Cable	239 95

COMMODORE AMIGA

Amiga A500 + Modulator (no software)	314 95
Amiga A500 "screen game"	354 95
A1500 + 1084 BD Monitor	1044 95
A501 + Coprocessor	89 95
A1011 Second Drive	69 95
A1011 + Geminis 2	89 95
A590 20Mb Hard Disk	264 95
Philips CM853 MK2 Monitor + cable	239 95
A1084SD Monitor + Cables	224 95

Please make cheques and postal orders payable to:

GPS

PO Box 571,

Rayleigh, Essex. SS6 9NE

CREDIT CARD HOTLINE: (0268) 782949

Stocks subject to availability

VISA



CONSOLE * QUEST

Tel : (0903) 63786 / 693623 Fax : (0903) 692744

Office hours : 10am-1pm 2-7pm Mon-Fri

DO YOU BELONG TO THE CQ CLUB? IF NOT, WHY NOT?

Q Why should I join?

A To save money & get an HOT CONSOLE mag.

Q What does it cost to join?

A £5 for a year a subscription.

Q Do I get anything else?

A Special offers & secret deals.

Q Is there a catch?

A No, but we'll get a drunk of one!

At CQ we supply software and hardware for the GAMEBOY, PC ENGINE, LYNX, SEGA, MEGADRIVE, NEO GEO, GAME GEAR, FAHICON and PC ENGINE HAND HELD.

Our stocks include these games listed below.

GAMEBOY	PC ENGINE	MEGADRIVE	NEO GEO
COSMOTANK	AFTERBURNER 2	GALLERIES	JOY J PUZZLE
POWER RACER	OUTRUN	SHADOW DANCER	GOLF
SKATE OR DIE	OP WOLF	GYNDOU	MAGIANSLOD
FANTASY LEG	GOMALLA SPEED	I MADDEN FOOTIE	VIETNAM '73
GODZILLA	3 THUNDERBLADE	AERO BLASTER	RIDING HORSE
CHASE HQ	RABBIT LEAPS	ELEMENTAL MAST	NINJA COMBT
ROBOCOP	CHAMPION WREST	DEAD TRACY	CYBERLIP
			LO BOWLING

+ Lots, Lots more for all formats

We supply machines, joysticks/sticks ETC. ALL AT ACE PRICES.

We run the OFFICIAL UK RENTAL club for NEO GEO Games. PLEASE ring

At Console Quest, we also have a games EXCHANGE system for PC ENGINE, MEGADRIVE and GAMEBOY owners. 2nd Hand Prices range from £9.15 for the PC £15 for the GAMEBOY & £15 £28 for the MEGADRIVE.

We are here to help you obtain the maximum pleasure from your machine. At Console Quest, we play them too, you know!

CONSOLE QUEST.

1 ASHACRE MEWS,
OFFINGTON, WORTHING,
W.SUSSEX BN13 2DE.

C.L.S

CANHAMS LEISURE SOFTWARE

TEL : (0908) 640763

FREE PD
DISK WITH
EVERY
ORDER!

- ★ FREE!! PD With every order.
- ★ Spend over £10 (99p a disk).
- ★ Fast & Reliable service
- ★ SPECIAL OFFERS OF COMPUTER SOFTWARE

£1.50 a disk or over 10 99p each/All guaranteed/D1 = disk 1/* = 1 Meg only

ACCESSORIES		GAMES / PICTURES	
Disk Box 60 cap 3 1/2"	£7 95	297 208 Flash Gordon On CD	
8 1/2" Mag Upgrades	£26 95	291 205 New Music Vol 1-5	
8 1/2" Mag with cover	£34 95	158 Poster Collection	
		308 Heavy Metal Music	
		181 Digital Prints	
BLANK PANASONIC DISKS		UTILITIES	
10 Disks 3 1/2"	£5 95	819 Nightbird Pictures	
50 Disks 3 1/2"	£24 95	367 Writing Game	
100 Disks 3 1/2"	£42 95	041 Rock On 3 Demo	
500 Disks 3 1/2"	£99 95	348 Jeopardy War Game	
MEGA DEMOS		428 Drive Speed	
291 202 Rubaiyat D1 D2		1 1/2 Soundtracks prog	
436 Phil Devil's Control		408 408 Soundtracks	
356 287 Tronlike D1 D2		420 3D Wonderman replacement	
434 Crusader's Hornet		059 Wordprocessor	
718 Crusader's Hornet		370 37 Video Edit	
274 Clark Magik Demo		337 Graphics Management D1	
304-305 Richard Vail D1 D2		358 Cinema Management D1	
718 Mindscape V2		369 150 Utilities	
ANIMATION		375 Clockwork	
480 Mike Tyson		579 Oil Extraction	
293 Quiver's Last Ark		A Richard 3D Prog	
390 Star Wars 2		Games Music Creator	
390 Star Wars 11 D1 D2			
444 Marlon's Pop 11			
187 Theme Animation			
418 Euphoria Head			
390 Our Animation 1			
390 Our Animation 2			
131 Star Wars 11			
131 Star Wars 11			
MUSIC DEMOS			
337 Blazing Me			
293 Jean-Jacques Bouliand			
336 Night made in Heaven			
309 David Goli			
179 Crusader's Hornet			
336 Medusa's Hawk Super			
211 Freddy Krueger Rap			

FULL COLLECTION OF THE MYSTIC MOVIES XXX ANIMATIONS VOL 1-13 MORE TO COME!!

Send SAE for full PD/Software list/STOP PRESS!! AMIGA SWAPPERS WANTED!!!

Please make cheques payable to: C.L.S, PO Box 7, Blitchley, Milton Keynes, MK2 3YL. (Tel: 0908 - 640763/between 9am-7pm)

POSTAGE: Free with every order over £5 otherwise please add £1.50 with every order

OUT NOW: PD SWAPPERS GUIDE

N.U.R.D. SOFTWARE

1 GODFREY COURT
MEADWAY CLOSE
STAINES, MIDDLESEX.
TW18 2PS
TEL: MON-SAT
0784 454214

MON-FRI 9AM-4PM 081 890 3296
WE HAVE MOVED. PLEASE NOTE OUR NEW ADDRESS

THIS IS A MESSAGE FROM THE NO.1 NURD

Hi, welcome to the world of Nurd.

*All you have to do is forget the rest because our
top twenty is the best.*

*So send your money to invest for ACTION,
SKILL or ADVENTURE QUEST*

THE NURDS TOP TWENTY

In no order, plus many more.
Please ring for availability
to save disappointment

- | | |
|---|--------|
| 1. Turrican 2 | £16.99 |
| 2. Crash Course | £21.99 |
| 3. B.A.T. | £22.99 |
| 4. Deluxe Paint 3 | £58.99 |
| 5. Predator 2 | £16.99 |
| 6. Prince of Persia | £16.99 |
| 7. Vektor Sektor | £25.99 |
| 8. Panza Kick Boxing | £16.99 |
| 9. Powermonger | £16.99 |
| 10. Rogue Trooper | £16.99 |
| 11. Wolf Pack | £19.99 |
| 12. Epic | £16.99 |
| 13. Gunboat | £16.99 |
| 14. Mig 29 | £24.99 |
| 15. ATF 2 | £16.99 |
| 16. Wings (1 Mig) | £19.99 |
| 17. AMOS | £34.00 |
| 18. Lemmings | £16.99 |
| 19. N.A.R.C. | £16.99 |
| SPECIAL OFFER | |
| 20. Kick Off 2 + Final Whistles (data disk) | £24.99 |

*Please make your cheques/PO payable to
Nurd Software.*

Same day despatch if in stock.

So, phone and chat to the Nurd now!

We are here to help.

*Amiga 500/Screen Gems £369.99/ Flight of
Fantasy £369.99*

Plus many other items of hardware

CREDIT CARD HOTLINE
0784 454214



VOLTMACE



DELTA 3A ANALOGUE JOYSTICK FOR MICROPROSE F19 & SUBLOGIC FLIGHT SIM 2

Fly your planes the smooth and realistic way with an analogue joystick. The Delta 3A is a light action, hand held, sprung return to centre joystick of a proven reliable design used for many years by BBC and PC users.

It has two fire button functions. The top two fire the cannons and the centre lower button fires missiles. On FS2 version 1.1 the throttle can be controlled by using the centre button and the stick.

Delta 3A Joystick	£14.95
Database A yoke style joystick	£29.95
Amiga cat mouse controller joystick	£29.95
F19 Stealth Fighter	£29.95
Flight Sim 2	£27.95
Scenery Discs	£14.95
Amiga Disc drives (Chameleon) cased with through port and disable switch	£99.95

*Delta 3A joysticks should be available from your Amiga Dealer
if not they are available direct from us (price includes VAT & P&P)*

**VOLTMACE, UNIT 3 DOWNS CENTRE, LONDON
ROAD, BALDOCK, HERTS SG7 8HQ
TEL: 0462-894410**



IF AN ADVERT IS IN PRINT, IS IT PROPER?

Most advertisements are perfectly proper

viewed thus:

The Advertising Standards Authority not only monitors over 850 advertisements every month, it ensures compliance with the rules in the strict Code of Advertising Practice.

So when you question an advertiser, they have to answer to us.

To find out more about the role of the ASA, please write to the address below.

Advertising Standards Authority,
Department N, Brook House, Torrington
Place, London WC1E 7HN



This space is devoted to the interests of high standards in advertisements.

ACE DIARY

MARCH 1991

10-16 MARCH SOFTWARE RELEASES

Image Works: *Champion of the Raj* (ST, Amiga, PC £24.99).

Rainbird: *Eliza Plus* (PC £29.99). Graphically enhanced version of classic space trader.

Ocean: *Sim Earth* (ST, PC £34.99). Max's follow-up to the classic Sim City. H the hype proves to be even half-right, this is going to be one big blockbusting game.

SSIUS Gold: *Eye of the Beholder* (PC £34.99).

US Gold/Lucasfilm: *Secret Weapons of the Luftwaffe* (PC £29.99).

Sunday 10
Mother's Day.

Monday 11

Tuesday 12
The pound note was replaced by the pound coin on this day in 1988.

Wednesday 13
The school leaving age was raised to 14 on this day in 1918.

Thursday 14
Horse racing: Cheltenham Gold Cup.

Friday 15

Saturday 16
Rugby Union Five Nations Championship: England vs France at Twickenham; Scotland vs Ireland at Murrayfield.

17-23 MARCH SOFTWARE RELEASES

Virgin/Magnetic Scrolls: *Magnetic Scrolls Collection vol 1* (PC £34.99). Three early

MS adventures, *Guild of Thieves*, *Corruption* and *Fish*, revamped to run under windowing system a la *Wonderland*. Also *Wonderland* (ST, Amiga, Archimedes £34.99). Beautifully converted from Lewis Carroll's Alice books, this takes the genre of text/graphic adventures a stage further with Scrolls' own graphic interface.

Virgin: *Supremacy* (C64 £19.99, PC £34.99). Complex space trading game. Suffering some delays in release.

Mirror Image: *Defender of the Crown* (ST, Amiga, PC £9.99). First release from new Mirrorsoft budget label; classic Cinemaware jousting and wailing game set in Merria England.

Speedball (ST, Amiga, PC £9.99). As its sequel rides high in the charts, catch up on the original future sports game at a new low price.

Ocean: *Billy the Kid* (ST, Amiga, PC £24.99). Level 9's HUGE programming smelt and Ocean in somewhat delayed release drama.

Sunday 17
St Patrick's Day - patron saint of Ireland.

Monday 18
Bank holiday in Northern Ireland.

Tuesday 19

Wednesday 20

Thursday 21
Horse racing flat season opens at Doncaster 1963: the notorious Alcatraz prison, in San Francisco Bay, was closed down.

Friday 22

Saturday 23
National Day, Pakistan.

24 - 30 MARCH SOFTWARE RELEASES

Image Works: *The Killing Cloud* (ST, Amiga £24.99). Sinister goings-on for you to solve in San Francisco.

Mirror Image: *Rocket Ranger* (ST, Amiga, PC £9.99). Mix of arcade action from Cinemaware on new Mirrorsoft budget label. Also *Carrier Command* (ST, Amiga, PC £9.99). Realtime's graphically superb arcade style game set at sea and in the air.

Rainbird: *Midwinter II: Flames of Freedom* (ST, £29.99). Fine the people of Asora from military dictatorship. All elements of the original plus complexity.

Virgin: *Via* (Spectrum, C64, CPC £10.99 tape, £14.99 disk, ST, Amiga £24.99). Three way race between Johnny Partpans, Buster Genad and Jeffa Bacon with other characters on the sidelines.

SSIUS Gold: *Medieval Lord* (PC £34.99). Wargame.

Sunday 24
Palm Sunday.

Monday 25

Tuesday 26

Wednesday 27
European Football Championship: England vs Republic of Ireland (as usual) at Wembley. Scotland play Bulgaria at Hampden Park, N Ireland are away to Yugoslavia.

Thursday 28
Maundy Thursday.

Friday 29
Good Friday
1928 Women aged 21 or over were given the vote.

Saturday 30
British Summer Time begins at 2.00am tomorrow: move clocks forward one hour before going to bed.

31 March - 6th APRIL SOFTWARE RELEASES

Spectrum Motoeye: *Falcon mkII* (PC, £34.99). New version with SH's Electronic Battlefield System, a common landscape enabling players of other SH sims to link up and play game scenarios.

Mastertronic: *Zork II* (ST, Amiga, PC £9.99). Classic Infocom at a budget price.

Virgin/Magnetic Scrolls: *Magnetic Scrolls Collection vol 1* (ST, Amiga £29.99). *Guild of Thieves*, *Corruption* and *Fish*, revamped with Wonderland-style windows.

Ocean: *Toki* (Spectrum, C64, CPC £10.99 tape, £14.99 disk, ST, Amiga £24.99).

US Gold: *Moonshine Kacer* (ST, Amiga, PC £24.99).

SSIUS Gold: *Medieval Lord* (C64 £29.99). Wargame.

Image Works: *Back to the Future III* (Spectrum, C64, CPC, £10.99 tape, £14.99 disk, ST, Amiga, PC £29.99).

Sunday 31
Easter Sunday - Brazilian Formula One Grand Prix at Interlagos.

APRIL

Monday 1
Easter Monday - Bank Holiday (not Scotland).

Tuesday 2

Wednesday 3

Thursday 4
US Masters golf tournament.

Friday 5
Navy Task Force left for the Falklands, in 1982.

Saturday 6
The 3.20 steeplechase at Aintree, better known as the Grand National, takes place.



Legend Software

16 Linden Gardens, Chiswick, London W4 2EQ

Telephone: 081-747 4757
Fax: 081-995 1325



TOP TITLES

ST	AMIGA
Super Hangon	7 99
Batman Caped Crusader	7 99
Last Ninja	7 99
Thunderkix	7 99
Blackbirds	7 99
Vigilante	7 99
Roadblaster	7 99
W.C. Leaderboard	7 99
Gladiator	7 99
Barbarian II	7 99
Asa Magic Hammer	7 99
OutRun	9 99
Microwarrior	9 99
Hitchhiker's Guide to the Galaxy	9 99
Planet Fall	9 99
Tork	9 99
Wish-Runner	9 99
Learn: Goddess Photos	9 99
Hard Driving II	15 99
Star Runner	15 99
Tarmac II	15 99
Hunter	15 99
Gazell II	15 99
Crash for a Corpse	15 99
Zarathustra	15 99
Operation Stealth	15 99
Commando in the Ghost	15 99
Back to the Future	15 99
Iron Blaster	15 99
Jupiter's Masterdrive	15 99
Mighty Bomkix	15 99
Strut	15 99
Lord of Chaos	15 99
Death Rap	15 99
Lawrence	15 99
Shockwave	15 99
Mazda Blaster	15 99
Potato	15 99
Quater's	14 99
Tenetic	14 99
Can Vio	14 99
The Final Whistle	8 99
Samurai	15 99
The Hunt for Red October	15 99
Mug 28	15 99
Wings of Death	15 99
Super Oh Road Razing	15 99
Isidro	15 99
European Super League	15 99
The Ultimate Ride	15 99
Gremlins 2	15 99
Wolfpack	15 99
Deluge Amnesia	15 99
The Immortal	15 99
The Final Battle	15 99
Murder	15 99
Dragon Wars	15 99
F16 Combat Pilot	15 99
Tina Machine	15 99
Ultimate V	15 99
Microchips	15 99
Pool of Radiance	15 99
Conqueror	15 99
Tarmac	15 99
Sub Attack Sub	15 99
USS John Young	15 99
Sword of Aragon	15 99
8 A T	15 99
Redlands Pete	15 99
Power Monkeys	15 99
Wings	15 99
Cross Wave	15 99
Over Fossil Hour	15 99
Loom	15 99
Defender 2	15 99
Subbuto	15 99
Speed of 2	15 99
Nine Lives	15 99

COMPILATIONS

Platform
Beat Type: Street, Temporal, Mental
Control: Street
All FOUR GAMES FOR ONLY £14.99

Heroes
Barbarian II, Hammer, Star Wars, and
Lunar Lander
All FOUR GAMES FOR ONLY £14.99

Macross II
Atmosphere, Double Dragon, Operative
War, and Battle Case
All FOUR GAMES FOR ONLY £14.99

Worlds of Fire
Heart of the Dragon, Heart of the Dragon
and Heart of the Dragon
All FOUR GAMES FOR ONLY £14.99

Predator Metal
Satan, Gears, Blood, and
Satan
All FOUR GAMES FOR ONLY £14.99

Defence One
Double Dragon, Street, Control, and
Satan
All FOUR GAMES FOR ONLY £14.99

Booster Mama
Control, Street, Temporal, Mental
Control: Street
All FOUR GAMES FOR ONLY £14.99

Full Blast
Chicago, New, Dangerous, Hammer
Control: Street
All FOUR GAMES FOR ONLY £14.99

Challengers
Age of the Dragon, Street, Control, and
Satan
All FIVE GAMES FOR ONLY £14.99

Plot Command
Control, Street, Temporal, Mental
Control: Street
All FIVE GAMES FOR ONLY £14.99

Computer Wars Vol. 2
Total: Age of the Dragon, Street, Control, and
Satan
All FIVE GAMES FOR ONLY £14.99

World Games
Control, Street, Temporal, Mental
Control: Street
All THREE GAMES FOR ONLY £14.99

TOP TITLES

SI	AMIGA
Shockwave	15 99
Drop-Up	15 99
Gunshot	15 99
Heroson	15 99
StreetHockey	15 99
Wings of Death	15 99
Inspection Space	15 99
Lord of the Duck	15 99
Kaiser	15 99
The Champ	15 99
Crash Course	21 99
King of the Hill	21 99
Panzer Kick Boxing	16 99
Death II Galaxy	16 99
King Cloud	16 99
Spirit of the Gladiator	21 99
Barbarian II	23 99
Midwinter II	18 99
San Diego Whirls	15 99
Rock Rogers	17 99
Geography	19 99
MT Lark Platform	15 99
Captive	13 99
Wonderland	15 99
MT U II	15 99
Liberal Spirit	15 99
The Final Conflict	15 99
Operation Hammer	15 99
Angels Nightmares	15 99
Zou	13 99
Nightshift	15 99
The Secret of Marrying Island	15 99
Rock Dangers 2	15 99
Witch of the Demon	15 99
Team Yankee	16 99
Language Master/Hero Turtles	15 99
Cyber Assault	15 99
F16 South Fighter	15 99
Operation Stealth	15 99
Back to the Future 2	15 99
Gods	15 99
Xephos	15 99
Swan	15 99
Cadaver	15 99
Supremacy	15 99
AD Sports Boxing	15 99
St. Dragon	15 99
Indomitable	15 99
Nano	15 99
The Savage Empire	15 99
Final Command	15 99
UK Squadron	13 99
Concave G14 Italy	15 99
Strategic	15 99
Test Drive 3	15 99
Alien Destiny	15 99
Lunge	15 99
Vaccine	15 99
Belgrah	15 99
Line of Fire	15 99
Esau	15 99
Legend of the Lost	15 99
Days of Thunder	15 99
Continental	15 99
UAS 2	15 99
War Jeep	15 99
Enterprise	15 99
Legend of the Fairground	15 99
Port James 1 and 2	15 99
Strider 2	15 99
Rock Tack	15 99
Team Sauri	15 99
James Pond	14 99
Armored Lendian	14 99
Onibus	22 99
Rathachess 2	17 99
Potato Backball	14 99
Paratrooper 90	13 99
Touch the Winner	14 99
A.W.S. of M.L.	23 99
Columbus	14 99
Golden Age	15 99

CHART TOPPERS

America's Championship Football
ONLY £14.99

Paradise Islands
ONLY £14.99

Puzzle
ONLY £14.99

Dragon Rider
ONLY £14.99

Shogun Warrior
ONLY £14.99

Chase HQ 2
ONLY £14.99

Noboko 2
ONLY £14.99

Three Sprays
ONLY £14.99

Noboko
ONLY £14.99

Warrior
ONLY £14.99

Cabal
ONLY £14.99

Only the Hero
ONLY £14.99

Total Recall
ONLY £14.99

Only the Hero
ONLY £14.99

Battle Command
ONLY £14.99

Metrol
ONLY £14.99

Epic
ONLY £14.99

Satan
ONLY £14.99

For Real Talk
ONLY £14.99

Warrior
ONLY £14.99

Toro
ONLY £14.99

Dragon Lord
ONLY £14.99

Chase HQ
ONLY £14.99

Only the Hero
ONLY £14.99

Resolution
ONLY £14.99

Demolition
ONLY £14.99

Only the Hero
ONLY £14.99

Only the Hero
ONLY £14.99

Only the Hero
ONLY £14.99

Only the Hero
ONLY £14.99

Only the Hero
ONLY £14.99

Only the Hero
ONLY £14.99

Only the Hero
ONLY £14.99

FREE GAME WITH EVERY £20 SPENT OF OUR CHOICE

**SEGA MEGADRIVE LIMITED SPECIAL OFFER - £135 inc p&p
1/2 MEG UPGRADE WITH CLOCK - £29.99**

Please make cheques and PO's payable to Legend Software

Computer

Access

□ Visa

Title

Price Title

Price

Name

Address

Postcode

Telephone

ONE SATURDAY AFTERNOON,
AFTER THE FOOTBALL...

SMITHY! HAVE
YOU SEEN THIS?

WHAT IS IT?

IT'S A SMALL AD
OFFERING A SOFTWARE SERVICE
I WONDER WHAT IT'S ABOUT?

SOFTWARE
SERVICES

LET'S SEND OFF
THEY MIGHT BE PHOTOCOPIED

A FEW DAYS LATER THE POST ARRIVES.

WE WERE RIGHT!
IT'S A LIST OF COPIED GAMES
THIS GUY DESERVES TO BE
TAUGHT A LESSON

PIRATING SOFTWARE
IS AGAINST THE LAW!!
I'M GOING TELLING
F.A.S.T.

HELLO? I'VE
GOT SOME INTERESTING
DETAILS HERE FOR
YOU.....

GUESS WHAT?
THEY SAID IF THEY GET
HIM, WE'LL GET £1000
REWARD!!

£1000 REWARD

FOR INFORMATION
LEADING TO A
PROSECUTION
& CONVICTION

THIS CAMPAIGN IS ORGANISED BY

ELSPA



EUROPEAN SOFTWARE PUBLISHERS ASSOCIATION

ANY INFORMATION ON PIRACY SHOULD
BE PASSED TO F.A.S.T. (THE FEDERATION
AGAINST SOFTWARE THEFT)

TELEPHONE 071-497 8973



ADVENTURELINE

Stuck in an adventure? Write in with the name of the game and the nature of your problem. Be as specific as possible and I'll do my best to answer (on these pages only so no SAEs please), and if I don't know the answer, I know a man who.....!

News, tips, gossip, anecdotes and adventuring trivia are also all most welcome. Write to me, Pat Winstanley, Adventureline, Pink Box, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

NOW HEAR THIS!

If you want to contribute to these pages, get your pen out and start scribbling! Particularly welcome are short, self-contained hints and single problem solutions. I'm also interested to hear of PD and Shareware programs - the best will be reviewed (space permitting), and that could win you undying fame...or shame! Take the risk!

LEISURE SUIT LARRY TWO

Augustus De Silva finishes the game...

Open Larry's parachute immediately. You'll get stuck in a tree so use your knife. Look at the ground and get the stick. Crawl under the bushes to avoid the killer bees. Now go south and use the stick near the anaconda. Go east and look at the monkeys walk. Walk over the strange pattern and you will have gone east. Don't walk through the water. Instead swing from vine to vine until the third vine, then get off. Grab a vine to keep then go east to meet your future wife.

After the story is over you should be at a rock. Go south then east where you will find some ash. Pick it up and return to the rock (try not to fall). Use vine in tree and go north. Throw ash on ice. Head north and put airslush bag in bottle of highly flammable liquid rejuvenator. Light the bottle, throw it into the volcano then dive into the lift. Save your game here to show your friends the long ending sequence.

ZAK McKRACKEN

Another helping of Mike Bareham's solution.

As Melissa put on the helmet, pick up the boombox, open the door and go outside. Switch to Zak and enter the spaceship. Close the door, take off the taped fish bowl and the oxygen tank and use the oxygen valve. Switch to Melissa. Walk right to the huge face then enter the great chamber and walk to the first massive door (it should be open). Now walk to the pedestal and switch to Leslie. Make your way out of the map room using the Mars face map and find your way to the salt of the maze. Give the DAT and the vinyl tape to Melissa. Use the ladder on the pedestal and switch to Melissa. Use the vinyl tape on the DAT then use the DAT on the boombox. Turn on the boombox then click on 'record'. Switch to Leslie and pick up the crystal sphere. Switch to Melissa then walk to the second massive door. Turn on the boombox, click on 'play' and the door will now open. Go through the door and pick up the ankh. Go back to the great chamber and walk to the third massive door. Turn on the boombox and click on 'play'. The door will now open. Go through the door and use the ankh on the penal. The forcefield will now disappear.

MEGA QUIZ

Just how much do you know about games? If you tried your hand at last month's unbelievably tough quiz, check out your progress against the answers below...

ROUND 1

1. They are all Gauntlet-style clones
2. Maimor
3. Coral Sea, Midway, Santa Cruz, Solomon Islands
4. They showed swastikas and were in violation of government legislation prohibiting material likely to arouse Nazi sympathy
5. Jeff Minter
6. The Hobbit, Lord of the Rings, Shadows of Mordor, War in Middle Earth
7. Baron Von Blubba
8. Mommy, I'm scared
9. Isvar
10. They are all Defender-style clones.

ROUND 2

- Star Paws
- Roma Rama
- Venus
- Samurai Warrior
- On the Tiles
- Tower of Babel

- Savage Pond
- Crystal Castles
- Sting 64
- Monty on the Run

- Tadpole
- Bear
- Bee
- Mole

ROUND 3

1. Toronto and ...oopt! We haven't got the answer to this one to hand! If you know it, you're one up on us!
2. Parallax
3. Judge Dredd, Judge Death (featuring Judge Anderson), Halo Jones, Rogue Trooper, Nemesis the Warlock, Slave, Strontium Dog
4. 10. Including Napoleon
5. All the international players are white
6. System 3
7. They are both computer aided boardgames
8. Restore all the colour
9. Ashtaroth
10. Daley Thompson
11. The supply wagon
12. CBike
13. Germany, USSR, America

14. OutRun, Turbo OutRun, OutRun Europa, Battle OutRun
15. Captain America and Spiderman
16. Three
17. Public Domain
18. The theme to 633 Squadron
19. The number of variations included in the game
20. Palace and Pygmy

ROUND 4

- Leonardo, Teenage Mutant Hero Turtles, Dirk the Daring, Escape from Snake's Castle, S. S. Scream, Kick Off! Golem, Lord of the Rings, Luigi, Mario Bros, Android Blake, Laser Squad, Norman Greyfell, Marshall Soul, Asterix, Boff, Space Ace, ED-209, Robocop, Chaos, Dungeon Master, Don Badden, TV Sports Football, Berk, Trap Door, Godzila, Sim City, Number 5, Short Circuit, R2D2, Droids, Fred, Pepske, Spineback, Zoids, Dr Watson, Sherlock, Shang Fei, Dynasty Wars, Jake, Escape from the Planet of the Robot Monsters

THE RATINGS

- 0-5 In a word: pathetic. The only cure is a subscription to ACE. You'll never be at the forefront of computer entertainment otherwise!
- 6-15 Hmm, too much playing old games like Space Invaders, maffinika! But you've obviously put in some quality time at that keyboard.
- 16-25 Not bad at all! Put yourself on the back and feel mildly superior.
- 26-30 Put you sell twice on the back and feel very superior!
- 31+ Apply for a job at ACE magazine - the address is at the front on the contents pages!

GUNFIGHTER



USE YOUR VOICE
TO OUTDRAW
THE GUNFIGHTER
CASH PRIZES

0898 31 35 90

INFOCALL POBox 36 31 47N Col charges 33p Per Min Cheap 44p Per Min All Other Times

SHOOT FOR GOAL!

Compete against other Football enthusiasts across the country in this new exciting soccer simulation...

You will receive a weekly update containing League, League Cup and FA Cup Matches, tables, club finances, transfers and much more. You may correspond as often as you wish to take your team to the very top...

Send SAE for FULL list of features, or £25 for one season or £15 for 19 weeks. You may select your own club if it has not already been taken.. SFG, L.Riby, 133 Sunon Rd, Hull. HU67DP

TELEGAMES

Europe's Largest Stock of Video Games & Cartridges For —

Nintendo

NINTENDO GAMEBOY

COLISEUM Vision

LYNX

The leading Video game specialists. Send for lists (are made at game)

Intellivision

PC SUPER GRAFX

SEGA

SNK

ATARI

2800 and 7800

SEGA MEGA DRIVE

SEGA

SNK

ATARI

2800 and 7800

TEL GAMES, WIGSTON, LEICESTER, LE8 1TE. 10533-8804451

AMIGA P.D. 99p A DISK

All the best public domain disks. Superfast turnover and first class recorded post ensures safe delivery - no waiting

complete fish library 420 disks updated monthly - Also :-

- | | |
|--|---|
| AN-001 (1 Meg) Juggler & Jugglers | 35-017 (5 Meg) Kyles Demo (2 disks) |
| AN-018 (5 Meg) Wrestling Prog | 35-036 (1 Meg) Mega Demo Slide Show |
| AN-024 (1 Meg) Smokey (1 & 2 versions) | 35-040 (5 Meg) Water Shop Demo |
| AN-025 (1 Meg) Jetties & Late Night | GA-001 (5 Meg) New Truck Demo (2 disks) |
| AN-030 (5 Meg) Pappa to Papa | GA-015 (5 Meg) Plunkies Count |
| AN-051 (1.5 Meg) At the Mermaid | GA-030 (1 Meg) M&W mTV Tournament |
| AN-052 (1 Meg) Juggler II & Jugglers II | GB-001 (5 Meg) Amiga Mega Demo (2 disks) |
| AN-054 (2 Meg) West Killer (2 disks) | GB-007 (5 Meg) Eubank Mega Demo |
| AN-059 (1.5 Meg) Prawn P 16 Camber | GB-010 (5 Meg) R.A.P. Mega Demo (2 disks) |
| MD-006 (5 Meg) Laurel & Hardy (2 disks) | GB-012 (5 Meg) Red Sector Mega Demo |
| MD-036 (5 Meg) Miami Vice | GB-030 (5 Meg) Robots the Machinery |
| MD-025 (5 Meg) Mega Demo Heady Paddy | MD-005 (5 Meg) M&P O'Clock News (3 disks) |
| MD-093 (5 Meg) Rite's youth Debbie Gibson | MD-007 (3 Meg) Coma Disk 1 |
| MD-104 (5 Meg) I've Got The Power Alcatraz | MD-001 (5 Meg) Laura & Play 1 |
| MD-118 (5 Meg) M-Pycho Loversack Song | MD-003 (5 Meg) Education 1 |
| MD-001 (5 Meg) Miller Light | MD-006 (5 Meg) Education 4 |
| MD-001 (5 Meg) Memphis Fox Radio Show | MD-007 (5 Meg) Trainers Island |
| MD-009 (5 Meg) Night Street | |

*** PLUS LOTS LOTS MORE ***

For a full list send for our 2 Disk catalogue only £1.50
Please add £1.00 for postage and Packaging on all orders

Cheques & postal orders made payable to
UNIQUE COMPUTING

114 Salters Road, Gosforth, Newcastle on Tyne, NE3-3UP.
Telephone NEWCASTLE (091) 284796

Strategic Plus Software

(Hampton)

BANE OF THE COSMIC FORGE

Ultima V
Warriors of Destiny

REV LOUIS BRITTON

out now on IBM & Amiga

HARPOON Battlesets

#2 "North Atlantic Convoys" IBM & Amiga

#3 "The MED Conflict" IBM

Harpoon Scenario editor IBM & Amiga

Flight Simulations - Sports Simulations
Strategy - Role Playing - Wargames
Adventures - Sci-Fi Adventures

for IBM and COMPATIBLES - AMIGA - ATARI ST - C64

and the **SEGA MEGADRIVE**

we IMPORT the LATEST U.S.A. RELEASES

VISIT our SHOP in Hampton Hill
or send £2.50 for our Extensive CATALOGUE.

Mail Order and Overseas inquiries welcome

Phone 061 977 8005 Fax 061 977 4522

28 D&E The Courtyard, High Street, Hampton Hill, Middx, TW12 1PD.

ATARI/IBM DISCOVERY PACK

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

PLUS FREE! On software, Plus cartomony
Atari/NeXTvision, Atari/NeXTvision, Space Invader
Diskette, Atari/NeXTvision, Atari/NeXTvision, Atari/NeXTvision
Atari/NeXTvision, Atari/NeXTvision, Atari/NeXTvision, Atari/NeXTvision
ONLY
£275.00

DISCOVERY PLUS PACK

Contains 1 free Atari or the NeXTvision Plus pack plus
Amiga Computer Cover module, Atari/NeXTvision, Atari/NeXTvision
ONLY
£275.00

Included but free before order pack to latest edition

ATARI/SEGA NEW! TURBO PACK

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

PACK B

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

FREE With all our Computers up to 3 nights

FREE Hotel accommodation for up to 3 persons

COMMODORE AMIGA A500

Commodore Amiga A500 Mouse, Diskette
Controller, Atari/NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

SCREEN GEMS BOOSTER PACK

Commodore Amiga A500 Mouse, Diskette
Controller, Atari/NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

SCREEN GEMS BOOSTER PACK

Commodore Amiga A500 Mouse, Diskette
Controller, Atari/NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

SCREEN GEMS BOOSTER PACK

Commodore Amiga A500 Mouse, Diskette
Controller, Atari/NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

SCREEN GEMS BOOSTER PACK

Commodore Amiga A500 Mouse, Diskette
Controller, Atari/NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

SCREEN GEMS BOOSTER PACK

Commodore Amiga A500 Mouse, Diskette
Controller, Atari/NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

SCREEN GEMS BOOSTER PACK

Commodore Amiga A500 Mouse, Diskette
Controller, Atari/NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

SCREEN GEMS BOOSTER PACK

Commodore Amiga A500 Mouse, Diskette
Controller, Atari/NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

ACCESSORIES - PRINTERS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

ACCESSORIES - PRINTERS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

ACCESSORIES - PRINTERS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

ACCESSORIES - PRINTERS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

ACCESSORIES - PRINTERS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

ACCESSORIES - PRINTERS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

ACCESSORIES - PRINTERS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

ACCESSORIES - PRINTERS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

JOYSTICKS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

JOYSTICKS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

JOYSTICKS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

JOYSTICKS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

JOYSTICKS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

JOYSTICKS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

JOYSTICKS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

JOYSTICKS

Atari 520/770 with 512Kb RAM & 5 drive module
works internal hard disk, NeXTvision ST, Atari 810
Cassette Controller, Space Invader
Biosdisk
ONLY
£275.00

Included but free before order pack to latest edition

MAIL-CENTRA

17 Campbell St, Belper, Derby, DE5 1AP, Tel: 0773 825630

All prices include VAT and Delivery unless stated otherwise. However for orders under £10.00 please add 7% handling charge. Personal callers welcome at our retail shop but please bring this advert as prices may vary. Closed Wednesdays. All items dispatched same day if possible. Cheques may require a seven day clearance period. Proprietor: Martin Bridges.

LOWBARD

ALIENS

Can You Kill
The ALIENS
For
CASH PRIZES

0898 313 573

Int'l. 00 44 30 31 31 573. Call 9am-5pm Mon-Fri. 10am-5pm Sat. 12-5pm Sun.

DARE YOU RING THE

NAUGHTY JOKES LINE

0898 800 240

JOKE OF THE CENTURY
0898 800 206

FAT FRED'S RUDE JOKES
0898 800 207

HORROR LINE

0898 800 208

AUSSIE NAUGHTY JOKES
0898 800 209

TASTELESS TIM'S BAD TASTE JOKES
0898 800 210

ROGER SMELLEE
0898 800 211

© 1992 PC ENGINE LTD. ALL RIGHTS RESERVED. PC ENGINE LTD. IS THE REGISTERED PROPRIETOR OF THE NAUGHTY JOKES LINE AND HORROR LINE. ALL RIGHTS RESERVED. 0898 800 205.

PC Engine SUPPLIES

(MAIL ORDER)
PC Engine Supplies, 2538 Waterloo Road,
Cobridge S-O-T, Staffs ST6 2HS
(Registered Office)

(SHOP & MAIL ORDER)

Console Concepts, Unit 18, The Village,
Newcastle-U-Lyme, Staffs ST5 1JG

Telephone 0782 712759 (9.00 am To 6.30 pm) (Orders and Enquiries)
0782 213993 (6.00 pm to 7.30 pm) (Orders only)
All enquiries daytime number only. Trade enquiries welcome
Access and Visa now accepted VAT No. 536 8202 45 Fax No. 0782 206429

SEGA MEGADRIVE PACK 1

INCS MEGADRIVE (TV OR SCART),
JOYPAD & ANY GAME UP TO £33

£180.00 + P+P

SEGA MEGADRIVE PACK 2

INCS MEGADRIVE (TV OR SCART),
JOYPAD & ANY 3 GAMES FROM BELOW
AUX. BURNING FORCE E-SWA T, FAT-
MAN ALTERED BEAST, GRANADA

£100.00 + P+P

NINTENDO SUPER FAMICOM

INCS - SUPER FAMICOM (TV OR SCART), 2
JOYPADS, BOMBOSZAL & 6 ZERO
OR SUPER MARIO WORLD (2 games)

Email for latest pack price

PC ENGINE

GT HANDHELD & FREE
BATMAN GAME

Email for latest prices

P C ENGINE

INCS - PC CORE GRAPH
(TV OR SCART), 1 JOYPAD,
1 GAME (YOUR CHOICE)
2 GAMES (YOUR CHOICE)

£165.00

SEGA MEGADRIVE TOP 20

JOHN MADDON	£29.99
RINGSIDE ANGEL	£33.00
BATTLE SQUADRON	£33.00
CRACKDOWN	£33.00
DANGEROUS DEED	£33.00
ATOMIC ROBOKID	£33.00
ELEMENTAL MASTER	£33.00
MAGICAL HAT	£33.00
GAINERS	£33.00
GAINGROUND	£33.00
HEAVY UNIT	£33.00
DARIUS II	£35.00
SWORD OF SODAN	£39.00
MIKEY MOUSE	£33.00
SHADOW DANCER	£33.00
MUSHA ALESTE	£33.00
JOE MONTANA	£39.00
KAGEI	£35.00
WONDERBOY III	£33.00
AEROBLASTER	£33.00
SUPER VOLLEYBALL	£33.00
TIGER HELL	£33.00
HARD DRIVEN	£29.00

PC ENGINE TOP 10

OUTRUN	£33.00
JACKIE CHAN	£33.00
VIOLENT SOLDIER	£33.00
TAITO WRESTLING	£33.00
SAINT DRAGON	£33.00
SON OF DRACULA	£33.00
THUNDERBLADE	£33.00
TOY SHOP BOYS	£33.00
AEROBLASTER	£33.00
COMBAT POLICE	£33.00

SUPER FAMICOM TOP 10

FINAL FIGHT	£CALL
GRADIUS III	£CALL
PILOT WINGS	£CALL
BOMBOSZAL	£CALL
F-ZERO	£CALL
POPULOUS	£CALL
GREAT BATTLE	£CALL
SIM CITY	£CALL
HOLE IN 1 GOLF	£CALL
RTYPE II	£CALL

NINTENDO GAMEBOY TOP 20

NINJA TURTLES (USA)	£24.00	BATMAN (USA)	£24.00
DOUBLE DRAGON	£19.99	FI BCY	£19.99
ROBOCOP (USA)	£24.95	CHASE HQ	£19.99
GHOSTBUSTERS (USA)	£24.95	BOULDERDASH	£19.99
1 MAN AND A BLOB	£19.95	DUCK TALES	£19.99
PACMAN	£19.95	CONTRA II	£19.99
RADAR MISSION	£19.95	DRAGON TAIL	£19.99
SPIDERMAN (USA)	£24.95	SKATE OR DIE	£19.99
KARATE BOY	£24.95	HEAD ON	£19.99
CASTLEVANIA (USA)	£24.95	GREMLINS II	£19.99

ATARI LYNX

ATARI LYNX	£129.00
BLUE LIGHTNING	£35.00
CALIFORNIA GAMES	£35.00
CHIPS CHALLENGE	£35.00
ELECTRO COP	£35.00
GATES OF ZENDECON	£35.00
GAUNTLET II	£35.00
SLIME WORLD	£35.00
PAPER BOY	£35.00
ZARLO MERCENARY	£35.00
KLAX	£35.00
ROAD BLASTERS	£35.00

BEWARE OF IMITATORS

We are one of the largest
importers of Japanese
console games in the UK. We
will not be here when others
disappear.

WE ALSO STOCK CD+G & ATARI 2600
SEGA GAMEGEAR AND MANY
ACCESSORIES FOR ALL CONSOLES

Same day despatch on all VISA/ACCESS/POSTAL ORDERS subject to availability (call 0782 712759). All our consoles carry 12 months guarantee. Post and £5.00 P+P for con. sales. £1.00 P+P for each game title rapid despatch 24hr parcel force + Royal Mail.

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION. SEGA, NINTENDO, PC ENGINE & FAMILIOM ARE TRADEMARKS OF THEIR RESPECTIVE OWNERS.

*** YOU'VE TRIED THE REST! NOW TRY THE BEST ***

ACE CAN MAKE YOU MONEY!!

HERE'S THE FURTHER PROOF :-

"THE RESPONSE FROM OUR ADVERTISEMENTS IN ACE HAS BEEN ABSOLUTELY OUTSTANDING AND I SEE NO REASON WHY THIS SHOULDN'T CONTINUE THANKS TO ALL OUR ACE CUSTOMERS"

Anthony Falman
GPS
Tel : 0268 782949

"AS WE ARE A CONSOLE (NOT COMPUTER) GAMES LEADER, ACE WAS A GAMBLE.....WE WON!"

David Lumsden
Console Quest
(Also provides second hand service for Megadrive, PC Engine and Gameboy)
Tel : 0903 63786

TO PLACE YOUR MAIL ORDER ADVERTISING THAT
REALLY WORKS CALL JERRY ON : 071-251-6222
EXT 2483

ADVERTISERS INDEX

Console Quest.....	114	Ocean.....	IFC, IBC 53
CLS.....	114	Play to Win.....	120
Domark.....	28,70	Premier mail Order.....	93
Evesham.....	104	Proton.....	112
Epsilon.....	97	Post Haste.....	107
ESP.....	103	PC Engine.....	124
Entertainment International.....	44	Phantasic Games.....	115
GPS.....	114	Romsoft.....	92
Imagination.....	107	Mr Riby.....	122
Instamec.....	122,124	Raven.....	124
Intermediates.....	20,21	16 Birtz.....	14
Jokeline.....	124	Shekhana.....	100
Legend.....	118	Software City.....	110
Merchandise.....	86	Strategic Plus Software.....	123
Mindscape.....	35	Silica Shop.....	63,79
Microprose.....	30/31, 36, 37, 74, 75	SUBS.....	82, 83
Microsmart.....	102	The Sales Curve.....	107
Mail Centa.....	123	Telegames.....	122
Mansfield.....	113	Unique.....	123
Mirrorsoft.....	38, 57	US Gold.....	OBC
NBS.....	109	Universal Software.....	108
NURD.....	116	Virgin.....	66, 14, 27
Original Media.....	94	Worldwide Software.....	98
Official Secrets.....	20/21		

READERS' PAGES

FOR SALE

BRAND NEW 541 2 D O For Sale
Epson outdye + loads of software
both disk + tape will sell others
£500/£250/£150

ATARI 520 STFM 1 meg drive +
games £170 star LD100 colour printer
£120 both original boxes + WGC Tel
0171-478-4790 (9m)

MEGA DRIVE CONSOLE in perfect
condition with 7 games including
Sledge Thunderforce 3, Bangtan for
£230 Tel after 9 30 051 954-0728

FOR SALE AMIGA 1 meg memory
Epson LQ400 printer two joystick
over £250 software total £1200 +
Tel 0325000 Tel 061-4261-4368

ATARI 520 STFM FOR SALE with all
leads mouse joystick and leads of
games Tel June 071 7272881 only
£250.

PC ENGINE CD ROM 2 joystick 16
games etc. DMS cost £3000 Also
Lynx 4 games £130 for details
Phone (0843) 603654

520 STFM SOUNDMASTER in
joystick + 60 games RRP £1200
games include Robocop 2, Ping
Bloodwynd and Dungeons Master
Only asking over £300 Tel Chris
(0357) 275859

ATARI 520 STFM Mouse joystick 50
games and programming books £200
perfect condition David Tel
0635664 Starline after 4 pm
weekdays

MEGA GRAFIX with 8 card games
plus CD ROM and with 50 interface
with 2 CDs £190 0435-852400 after
6pm

AMIGA + MEG + EXTRA disk drive
+ joystick + games £350 one very
good condition buyer must collect.
Call 081-688 5368 evenings
croydon area.

ATARI STFM FOR SALE 50 games
mouse joystick into mini condition
boxed as new £250 call Alex 081
893-3330

MEGA DRIVE SCART 2 joystick
crackdown Strider Golden Axe
Super mario. All boxed as new
£40 for £140 Tel 0333 767065
evenings

SEGA MEGA DRIVE PAL EXTRA
joystick and games worth over £700
will sell for £300 one call St Albans
835454 Tel 0494-722596

SEGA MEGA DRIVE PAL two
joystick John Madden Football
Olympic and Genesis Golden Axe in
perfect condition for £160 Please
Tel 0494-722596

SEGA MASTER SYSTEM FOR
SALE 33 cartridges incl Californian
Games Wonderboy 3 joystick
control pack lights price £22500
Contact Simon 081-449-0362

MEGA DRIVE FOR SALE joystick
mouse joystick £200 of games incl
Mickey Mouse Shadow Dancer
Hard Drive £25000 0753-345067

HELPLINE

PLEASE help me on Captive Level 2
Send Maps etc to: Spencer
Campore 70 Backsides Beverly
North Humberston HU17 0FD

PLEASE help solution to Operation
Stealth and Zak McKracken. Also
does anyone know the cheat for
After Burner and Turbo Outrun for
the Amiga. I know the solutions for
Maniac mansion and Future wars
and also know many other cheats
and solutions. Please refund
Please write to Tony French
Lynford Albert Rd. Dulpham Nr
Lynneville, Essex RM14 3GB

AMIGA 68000 CODER needed to
write Japanese style arcade game
Musicians & graphic artist need
coder to complete development
team. Send examples of your work
to Ian Jolly 11 Mickle Rd

Salisbury, Wiltshire SP2 7HB or
phone after 6 pm 0752 26075

HELP wanted on Maniac Mansion.
James Jack 32 9643 05
Gryphon Holland See ya Bye

HOW TO WIN on the Ace
Shootingstar. Send SAE to: Phil
Murdock Ltd The Brown Sheds,
Rochester, Kent, SE5 2NP
Current success ratio 7 wins from 14
£13 rounds

AMIGA USER needs help on Battle
Tech (inform) I have got to the map
room in the Star League but can't go
no further

HELP needed for the game The
Gulf of Thieves and about third and
forth missions of Elite. I can give
complete solutions for Battle Tech 1
(American version) Knight One
Lynx Back Horos of the Lance
and others and also tips for several
new or old games. Write to
Arnestas & Katerina 10 40
Brixton Rd SE5 8JH (Thameside)
Greece

PLEASE HELP ME with my game
Space Ace I just don't get past
Level 2 Please help me with my
problem I would be very grateful if
you could help Write to Joseph
Scott 14 Long Field Way Lowestoft
Dulux Road Suffolk

OTHER

US MASTERS AUGUSTINE New World
3 course deck (Amiga) Authentic
yardsticks to pin, puzzle etc.
Produced for Tournament
Enthusiasts EA Ltd, J Cadey
Culham, 34 Alnham Rd, Camrose
Selton SD4 2TL

DESPERATELY seeking
Kampfgruppe (Amiga) original or
buy or swap Wings and Providence
Bill Talbot Lancington Ashton
Helson, Cornwall 0738 762363
(9m)

NOTICE

I, the undersigned, do hereby certify
that the foregoing is a true and
correct copy of the original as
submitted to me for publication.

As such it is hereby certified
that the foregoing is a true and
correct copy of the original as
submitted to me for publication.

As such it is hereby certified
that the foregoing is a true and
correct copy of the original as
submitted to me for publication.

NOTICE

DO YOU WANT TO BE IN OUR
READERS' PAGE?
YES?

YES! YES! YES! YES! YES! YES!
YES! YES! YES! YES! YES! YES!
YES! YES! YES! YES! YES! YES!
YES! YES! YES! YES! YES! YES!

HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment;
Entries to the Pink Pages cost just £6.00 each. (Except for helpline which is free).

- The maximum is 20 words except for Helpline. (Helpline entries can be extended to 100 words max — use another sheet of paper if necessary).
- The service is NOT open to trade advertisers.
- We will print your advertisement in the first available issue.
- Entries which could be interpreted as encouraging software piracy will not be accepted.

ENTRY FORM

POST TO: ACE Readers Page,
Emap B+CP, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

Category of entry:

- ☐ Helpline ☐ For Sale
☐ Wanted ☐ Pen Pals
☐ User Groups ☐ Other

Write your Advertisement here, one word per box.
Include your name, address and phone number if
you want them printed.

Please place my ad in the
next available issue of ACE.

Method of Payment

- ☐ Cheque ☐ P.O.

Name

Address

Please make cheques and
postal orders payable to
ACE MAGAZINE.

FREEBIES

Mark Smiddy checks out some cheap educational games for the Amiga

WORK AND PLAY

Amiga £3.50 - Mouse

If there is any truth in the old adage, you can't keep a good man down, then Len Tucker must be a classic example. The indetachable Welsh wizard, Sparx to his friends, has come up with a beautiful collection of three educational games.

FunTimes Tables is a computerised board game - a bit like snakes and ladders but without either. One or two players can compete with the idea being simply to get from one end of the board to the other. As each player takes a turn, the computer throws a pair of dice and the characters move to a new square. If the player lands on a special square they must answer a simple multiplication problem. When they get the answer right they are moved on a number of squares determined by the difficulty of the problem.

Second in the line up is *Let's Go Shopping*. This one player game puts the player in a grocery shop. Unlike some other programs of this genre, *Let's Go Shopping* poses a variety of questions with a wide variation of difficulty. Divisions are thrown in with multiplications in a practical way. For instance: "You have 32p how many drinks can you buy?" The actual price is displayed elsewhere - as it would be in a

real shop. Other puzzles include the more classic, "If apples cost 9p each, how much would 5 cost?" and so on. Artificial the prices may be, but the concept remains valid.

Last comes *Click Clock* and no prizes for guessing what this one is about. What makes this stand out from the rest is the option of a digital or analogue timepiece. And not just that - the two clocks virtually fill the screen and work in tandem - any adjustments to the time on one clock are reflected on the other. However, to keep things just a little tricky, only one clock can be set. Questions are set in simple English: "Please make the digital watch say - twenty to five." The only practical limitations to the game are that the time only increments in five minute intervals and the analogue face does not represent the fine movements at the hour hand. These are really minor

CAT (there's a new one for you) software is designing a spelling program. Oh that's easy - just get the computer to say the word and get the child to say it. Sure - but even the Amiga's excellent speech system is tricky to understand until you get used to it. OK, so what if you describe the word and get the child to spell it? I tried it - and it doesn't work in practice. The only solution is to get the child to study a word for a few seconds then spell it back - and this is the approach adopted by Delwyn Farr's *Word Factory*.

Mr Farr's presentation of this apparently simple problem is quite superb. Three levels allow the child to attempt spelling of four, five or six letter words - some of them quite complex. But a thoughtful control system, using just the joystick, neatly avoids the added complexity required for a child attempting to find their way around the quirky QWERTY keyboard layout.

The word is displayed for a short period after which time the program enters the factory. A fork-lift truck brings in a crate, drops it and exits at high speed. Now the child has to spell the word, letter-by-letter, selecting each with the joystick. Ten correct answers are required to fill the truck - but there seems to be no limit to the number of wrong replies.

Animations are limited but the sound and graphics are, like Len Tucker's work, of the highest quality. Perhaps the game's only failing is the provision of a "quit" option in the letter selection space. This makes it a little too easy to quit accidentally. Also, there is no provision to delete an incorrectly placed letter. Nevertheless, this is one to keep the kids quiet and the parents happy - or should that be the other way round?

SHAMELESS PLUG

Thanks to the following:

PC: Advantaga Sharaware - 0242
224340, Amiga: AMOS PD Library -
0942 495261, ST: Goodman PDL -
0762 335650, Budjia UK.

points though.

All three games in *Work And Play* are backed up by excellent graphics, superb spot animations and cheery little tunes - something which have become a trademark of all Len's offerings. Overall the designs are good and the levels about right for the average primary school child, although the marking system could be improved. Overall though, this proves once again that good software needn't be expensive - Fun School and Mandarin have a serious competitor - his name is Sparx.

ACE FREEBIES WORKS!

ACE knows this column actually results in more sales for participating libraries - at least one has had to be rescued from under the deluge of extra mail. So why, we wonder, are all those nice PC people sitting back and saying it's not for us? Come on folks - if you don't hurry your boat will get sunk by the ST and Amiga crowd. Am you really going to suffer that outrage?

THE WORD FACTORY

Amiga £3.50 - Joystick

One of the worst problems involved with programming computer aided teaching -

WHAT NO ST

Horror of horrors the ST has finally given up the ghost and died - at least the disk drive did. With a fine whirring of gears it ground to a halt and almost took a disk with it. "Kismet Smiddy." It said "kismet" as the last puff of smoke drifted from the ventilation ducts. Hopefully my tana repair man will have fixed it by next month when I'll be looking at some ST titles from Budjia, among others.

ENCYCLOPAEDIA MICROMANNICA

Here it is... a list of those vital topics that every up-market gamer needs to have at his command. Just because you thrashed the host at two-player Tetris doesn't mean you'll be the star of the party. No drum, you need know-how. And here's where to find it...

Each entry has a brief explanation, followed by a reference to an issue, so that you can hunt down the full info, in-depth, ACE assessment.

At the time of writing, back issues are available from ACE 4 onwards except Aug88/11, Mar90/30, May90/32, Aug90/35 at the giveaway price of £2.50 each in the UK and £3.50 each for overseas. These prices include post and packaging (surface mail). Overseas readers wanting airmail delivery should enquire as to the cost at the address below. Listing the issues required.

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, to the address below. If the issue you require is not available, the return of your payment may take some time - you are therefore strongly advised to telephone 0856 410510 before sending your order to check that the issue you require is still available.

**ACE Back Issues, PO Box 500,
Leicester LE99 6AA.**

• **ASAT (AVIONICS SITUATIONAL AWARENESS TRAINER)**, combat flight simulator for the

ACE Back Issues can expand your collection - and your mind. Here's a checklist of topics covered in previous mags...

US Air Force by Perceptronics. Uses Falcon software by Spectrum Holobyte/Mirrorsoft. Features include, networking for multi-player action, tactile feedback and fingertip weapon selection [ACE4]

• **BATMAN DIGITAL JUSTICE** is the world's first interactive hypercomic by Pepe Moreno. "Digital is the art medium of the future." [ACE30]

• **BATTLETECH**, "the world's first complete computer simulation for play", featuring multi-player cockpits equipped with 40MHz 16 million colour graphics processors, stereo spatial sound and likeable controls as you command 31st century Mechs. [ACE28]

• **BIT BOPPER**, the world's first total audio-visual entertainment system by Technation. Alex Bok's cyberscratch bit-bopper packs twin 32-bit decks, Sony erasable optical disc and custom-made video samplers. [ACE19]

• **CD-I** (Compact Disc Interactive) is destined to become the entertainment and education medium of the 90's. [ACE9/21/22/24/32/33/35]. Check out issue 30 for multi-media principles (hypermedia in particular) and issue 24 for a preview of the Philips CD-I system.

• **CDTV**, Commodore's attempt to bring multi-media to the mass-market. An Amiga with built-in

CD-ROM drive and CD-audio capability, redesigned to look like a VCR. [ACE34]

• **COSMIC OSMO**, the world's first hypergame - courtesy of Cyan Software/Activision. Check out issue 23 for the first review, issue 24 for a feature on hypergames, and issue 30 for general hypermedia coverage. New Osmo CD-ROM version featured in issue 36.

• **FLARE TECHNOLOGY**, trio of talented Cambridge-based games hardware engineers. Their custom-designed Flare One micro formed the basis of the Konix console. [ACE11]

• **FUJITSU FM TOWNS**, a 32-bit 16 million colour computer with built-in CD-ROM drive. If you bought ACE 31 you could have won one! [ACE27]

• **HYPERGAMES** like Cosmic Osmo and Batman Digital Justice are paving the way for CD-I entertainment. [ACE24/30]

• **INMOS FLIGHT SIMULATOR**, the world's first multi-player Transputer game running at 23 frames per second on 11 Transputers. [ACE7]

• **INTEGRATED FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Plessey's answer to boring plane journeys - video games displayed on the seat in front of you. [ACE25]

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-I. [ACE26]

• **KONIX CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or aeroplane yoke. Ultimately failed due to a lack of marketing money. Rumours suggest a new buyer is interested. [ACE18/25]

• **LIGHTSPEED SPRITES**, three researchers from Cambridge University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. [ACE34]

• **MEDIA LAB**, Boston-based research institute with one simple brief - invent the future. People at this Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms, interactive computer newspapers and virtual reality man-machine interfaces. [ACE9]

• **NEO-GEO**, a new home- and arcade-based games console from SNK in Japan, with storage capacity for 64Mb games cartridges and IC card capability. ACE gave you an exclusive chance to win one in issue 34. [ACE32/34]

• **RENDEMAN**, the unique 3D graphics system by Pixar which creates polygons with photorealistic detail. [ACE35]

• **TURBOEXPRESS**, currently the best colour handheld console - a portable version of the NEC PC Engine, fully compatible with existing games cartridges. [ACE35]

GAMESBUSTING WITH TNT BACK ISSUES

If you're looking for game solutions, here's a reminder of some of the games we've carried solutions to in past issues of ACE. We're sorry we haven't had time to update it for this issue - we'll crack down and get it done for next month.

ISSUE 29
Dungeon Master Guide (part one) Les Rigden
AD&D and Bard's Tale
Colin Taylor
Batman the Movie - Adam Marley

ISSUE 30
Dungeon Master Guide (part two)

ISSUE 31
Space Ace - David Williams and Chris West
Dungeon Master Guide (part three)
Future Wars - Phil Thompson

ISSUE 32
Dungeon Master Guide (part four, final part)
Complete guide to Y's - Jojo Cicero and Mark Cook

ISSUE 33
No guides or solutions, but loads of shorbes

ISSUE 34
Castle Master - Incentive
Midwinter - Microprose
Guide to hacking on the C64

(part one) - Jon
ISSUE 35
Drakken Gade (part one) - Adam Marley
Xenomorph (part one)
Alan Coates
Guide to hacking on the C64 (part two)

ISSUE 36
Defender of the Crown (mix players guide) - Paul Thomas
Lots of shorbes

ISSUE 37
Drakken (part two)
Xenomorph (part two)
Guide to hacking on C64 (part three)

PUZZLE PRIZES

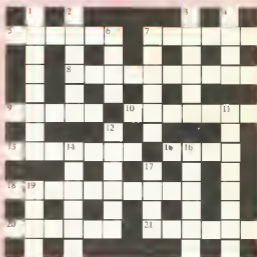
If you're the sender of the first correct crossword solution out of the hat, you'll get a free game for your machine. We regret that we cannot specify exact titles, but we'll do our utmost to ensure that the prize get your machine pumping. Don't forget to qualify your machine first!

CLUES
ACROSS

- 5 Software house's highest point (6)
 7 8ad characters playing with poor Leo's game from Loricels (6)
 8 First Greek character flourishes an Infogrames game (5,5)
 9 Game of corvettes (5)
 10 So done is playing at the control panel (7)
 13 Attack (on Precinct 13?) (7)
 15 Mindscape product seen in some games (5)
 18 Cattle 8eth rounded up in a game by Infocom (10)
 20 Rest it after playing game (6)
 21 Mirrorsoft's bird of prey (6)

CLUES DOWN

- 1 Herman's family game (8)
 2 Force of collision in Audiogenic game (6)
 3 A blockhead stuffs Battle Tank game from Electronic Arts. (6)
 4 Lied about not working (4)
 6 Use a keyboard of a sort. (4)
 7 South American flower (6)
 11 Grand in loot Ron round in software house (8)
 12 Game Selina plays (6)
 14 In part Uranium's a game from Gremlin (6)
 16 Mister Hardy first to get Eli game from Microprose (2,4)
 17 Unable to hear fade-out (4)
 19 Man's broken axle (4)



HOW TO ENTER

Every month we offer a free game worth up to \$25 for your machine. If you're the sender of the first correct crossword solution out of the hat, the address to send your solution to is:
 ACE April 91 Crossword,
 Privacy Court
 Farringham Lane
 London
 EC1R 3AU

IMPORTANT NOTICE!

The deadline system for entries, which used to be the first Thursday of the month named on the cover, HAS BEEN CHANGED, to make things easier. The deadline in future will always be the 15th of the month mentioned on the cover. This is to bring the Crossword series into line with the new ACE release schedule. So the deadline for this month's crossword is Monday April 9th 1991. Don't miss it!

THE WINNERS

There aren't quite enough space on the crossword page this month for the solutions, so we have two to print (the February and January '91 puzzles - those were's one in March). You'll therefore find the solutions to both these puzzles in this issue on page 118.

The winners were: Patrick Stanley from Stoke Newington (January crossword) and the S.A. Staliquet of Acton (February crossword).

Incidentally, there was a printing error in the February '91 answer which many of you spotted and remarked on: 8 across should have had five letter spaces, and 9 across only seven. We've amended the default grid on our system to make sure this doesn't happen again - our apologies if you were confused by the error.

Our monthly
prize word
puzzler, set by
the inimitable
MIPS

THE W E E K E N D

THE CONSOLE

gh One US newsletter we received this month has come up with a new term for the Gulf war. Reporting the impact of the war on consumer electronics, it quoted a national chain executive who was at pains to reassure us that '...Joolage' of relatively anesthetic 'Nintendo' air war is easy for the country. Of course back in Vietnam, that was a real Sega conflict, that was. And you should see the desert around Kuwait - positively littered with cartridge cases

*

Ever since the press reported that Sony and Nintendo are jointly developing a CD unit for the Super Famicom, everyone has suddenly gone bananas, making all sorts of extravagant claims for the CD medium as a result. Actually, the truth is rather depressing. As far as Sony and Nintendo are concerned, what has happened is this: Sony have been supplying Nintendo with chips and other paraphernalia for some time now. The two engineering teams involved apparently got on well together and, over a pint or two of Saki, decided it would be fun to do something in the CD line.

The bad news is that the unit will be completely proprietary and will not run CD-audio disks. This is par for the course - Sony's Data Diskman, for example, will not even feature any form of graphic display. Nor will it have any means of interfacing it with a computer.

Talk about missed opportunities. Sony say that these features will be introduced to the Data Diskman range at a later date, but it seems unlikely that the Nintendo/Sony unit will ever be anything other than a brilliant bit of dog-in-the-manger publishing. It may give the CD market a pump in the arm, but it'll give it a hump as well.

*

Next month will see ACE reporting from Chris Crawford's software developers conference in San Jose. Dozens of sessions are planned, from 'How to do character licensing deals to Good graphics vs Good game'. Surprisingly, given Chris' renowned antipathy to CD-ROM, there's even a session entitled 'Why Optical Disk Games Will Work'. The only thing that sticks in Bitter's throat is the fact that we have to go all the way over to the States to attend a conference like this. What's wrong with the European software business, that it can't get a similar symposium going over here?

Actually, there is such an event - this summer in Montreux. We'll all be able to attend the Technology for Entertainment conference. Well done Europe - except that it's an American conference, organised for Californians who want to have a binge on the Old Continent.

*

Meanwhile, as you may know, the UK software business has been having a binge of its own in Marbella.

That this affair was an unashamed inducement to waste time and money in an orgy of chaotic alcoholic frenzy and should be condemned by all decent people is quite clear from the fact that I wasn't invited. At least one marketing manager was seen to disappear during the proceedings, presumed eaten by dolphins, while the rest of the attendees indulged in rather more conventional physical misbehaviour. Star of the show, however, were the couple - who shall remain nameless - who managed in four days to put in 40 minutes of conferencing. Don't worry, everyone - there may be a recession on, but we're fighting back!

*

A few numbers for you. Last year, camcorder sales rose by 24% in America; in the nine months to December '90, Electronic Arts received revenues totalling \$76,579,000; and if you think that's a lot, in just one quarter of 1990, Walt Disney grossed \$1,492,383,000.

● Bit bill

IN NEXT MONTH'S ISSUE

The next issue (out April 8th) is bursting with exclusive features from the cutting edge of games technology. Make sure you get your copy so that you can read about...

- State-of-the-art hydraulic arcade console development in California
- The world's first virtual sex movie
- Exclusive report from Chris Crawford's games conference
- Our breath-taking expose of the horrible effects of prolonged exposure to shoot-em-ups and other game categories, as shown by mutated life-forms from Planet Xenon and other far-future games enclaves
- Exclusive coverage of The Godfather game
- An exclusive preview of the world's most powerful CD games development system ...and much, much more. Use the form below to reserve your copy...

8-BIT WING COMMANDER AHEAD:

The game you thought you could only play on a 35MHz 386 VGA PC is heading for a stunning 8-bit conversion, according to software developer Vince Tyrell, who claims to have the conversion rights for Europe. 'It's going to be an absolute winner', he declared. 'Anyone who thinks that last-gen games are dead is taking through their hat. We've managed colour on the CPC and greatly enhanced the intelligence of the alien on the C64 version.' Origin were, fortunately, unavailable for comment...

Dear Newsagent,

I have just spent 140 hours playing Xenon II. I'm mean, swift, and ruthless. Please reserve me a copy of ACE magazine (Advanced Computer Entertainment), otherwise I shall be forced to marry your daughter.

PS ACE is out on the 8th of every month.

Name.....
Address.....

.....
.....
.....

GO WILD!



So ugly wart-nose is
and make a monkey out
me! But that's just
at that witch has done
a minute I'm the mighty
hi and the next I'm having
breakfast delousing my armpits, I can't
take a step without tripping over my
pickles and, oh, there's an overhanging
ledge - time to swing out sister! But my
broken heart is going ape. My beloved
Jo (I can't wait to share a banana with her)
has been kidnapped and somehow I've
to regain my manhood - until then
I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc.
is now available
for your micro.

ocean

OCEAN SOFTWARE LTD, 6 CENTRAL
STREET, MANCHESTER M2 5NS.
TEL: 061-832 6633. FAX 061-834 0650

SPECTRUM · AMSTRAD CARTRIDGE
COMMODORE CARTRIDGE
ATARI ST · AMIGA

MILLENNIUM PRESENTS

MOONSHINE Racers

JOIN IKE & BILLY JOE IN THIS ACTION PACKED CHASE THRILLER



Hold on to your hat as you join Ike and Billy Joe in a crazy chase along the highways. You've gotta get the Moonshine to the customers before sun-down and first to make the delivery gets the pay off. Sheriff Sam's hot on your trail so you've gotta use the cash to upgrade your jalopy, install a CB radio, get a decent map and keep one step ahead of Smokey. Ten fast good buddies YEEHAW!!!

- Equip your hotrod with turbos, superchargers and tyres in the spare parts shop
- Dodge and weave your way past rival racers - switch to Moonshine for turbo power
- Use the map to take the quick way past roadblocks and radar traps
- CB Radio hook up to listen to smooch Sheriff Sam's no-good plans
- Fast scrolling race and chase action in the wide-open Tennessee country

Amiga
Atari ST and STE
IBM PC (from May 1991)



Horror Zombies from the Crypt

Amiga
Atari ST and STE
IBM PC

Warlock the Avenger

Amiga
Atari ST and STE
C64 disk and cassette

Millennium Software is a division of Cambridge CMG plc



Distributed by US Gold Limited Telephone 021 625 3346